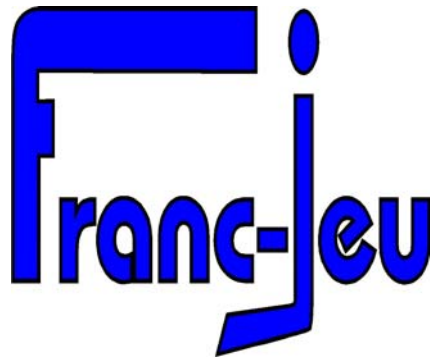


# **THE ADMINISTRATION MANUAL**



**TO CUT DOWN ON VIOLENCE  
AND INJURIES IN HOCKEY**

IMPLEMENTATION IN SEPTEMBER 2003

*Unless the context specifically dictates otherwise, every time the masculine gender is used, it is to be understood that the feminine gender is included and vice-versa.*

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## INTRODUCTION

The responsibility of improving our living environment is incumbent upon each of us. As citizens, we are all responsible for the social climate that exists in our society. In the past few years, unsportsmanlike actions that have no reason to occur in hockey have led to regrettable incidents. The quality of the sports environment of our youth is undoubtedly compromised in the event that a durable solution could not be implemented. If competitive sports are to prepare for real life, we must propose to our youth and their coaches a type of hockey other than winning at all cost, beyond any rule and any moral behaviour.

The implementation of Franc-Jeu will require from the volunteers a firm and continuous commitment to defeat the resistances due to the fact that, from now on, in Minor Hockey throughout Quebec,

***« The winning team will now be the one that will win the game by accumulating the highest number of points for its performance and number of points for Franc-Jeu (Victory + Franc-Jeu points = Winner in all aspects) ».***

This is the challenge offered to you by the Franc-Jeu Program. It is a challenge that can give everyone a real meaning to his involvement in sports.

The document that follows includes all the necessary information to better understand Franc-Jeu, facilitate its implementation and ensures its management in accordance with its nature.

It is now up to you to play!

## 1.0 WHAT IS FRANC-JEU?

**Franc-Jeu is a program designed to cut down on the number of infractions and injuries in hockey by giving teams additional points in the standings after each game played.**

### The Basic Principle of Franc-Jeu

- Without Franc-Jeu ➤ The team scoring the most goals wins the game.  
**PERFORMANCE = VICTORY**
- With Franc-Jeu ➤ The team that will end up at the top of the standings will be the one that will win the most games while accumulating the most Franc-Jeu points.

### **VICTORY + FRANC-JEU POINTS = WINNER IN ALL ASPECTS**

- ↪ Any team that neglects one or the other of these elements compromises its chances of winning the game.

### **How can your team earn additional points in the standings after each game?**

<b>VICTORY</b>	+	<b>FRANC-JEU POINT</b>	=	<b>WINNER IN ALL ASPECTS</b>
1 win = 2 points 1 tie = 1 point 1 loss = 0 point		Possibility of one (1) additional point for your team according to the number of penalties		3 points maximum

## How Does the Teams Standings Work with Franc-Jeu?

Example: DEVELOPMENT LEAGUE – QUEBEC REGION

### BANTAM AA

TEAMS	WINS					FRANC-JEU POINTS	TOTAL		
	G P	W	L	T	PTS		POINTS		POINTS
Cardinaux	24	16	4	4	36	+	21	=	57
Riverains	24	19	3	2	40		17		57
Castors	24	10	9	5	25		24		49
Prédateurs	24	14	8	2	30		18		48
Panthères	24	9	12	3	21		20		41
Olympiens	24	7	15	2	16		22		37

## **2.0 TO BE SUCCESSFUL WITH FRANC-JEU**

The success of the Franc-Jeu Program is, most of all, a question of general attitude. Based on everyone's actions in his field, this attitude will show in the department and actions that will either favour or hinder its success.

### **The Volunteer Administrator**

He is the corner stone of the program, the one who supports and promotes Franc-Jeu. In order to do so, he must:

- Favour the make-up of teams of relatively equal strength playing in the same competition network.
- Ensure that players are surrounded by persons (mainly coaches and officials) who are competent and respectful of the principles stated in Franc-Jeu.
- Demonstrate and require that coaches and officials are respecting while giving proper credit to their respective work.
- Ensure that all the information pertinent to Franc-Jeu is disseminated at the proper time to all those involved.
- Enhance competition in accordance with the Franc-Jeu system (Victory + Franc-Jeu Point = Winners in all aspects) by setting significant goals in all competitive activities.
- Closely supervise the department of all personnel in his organisation and, when necessary, intervene with volunteers and parents who do not follow the program.
- Take all necessary means and actions to ensure that violence and brutality take a leave of absence from amateur hockey.

### **The Coach**

The coach is the first person in contact with players and, as such, his influence is enormous. He is directly concerned with the application of Franc-Jeu at each game. To be successful and cater to the expectations of volunteer administrators, he must:

- Be determined to win, to do every thing that is humanely possible to gain a victory in accordance with the basic Franc-Jeu rule.  
*« The winning team will now be the one that will win the game by accumulating the highest number of points for its performance and number of points for Franc-Jeu (Victory + Franc-Jeu points = Winner in all aspects) ».*

- Know and respect amateur hockey Playing Rules.
- Respected the officials' decisions. Support them at all times and require a similar behaviour from all his players.
- Inform his players that Franc-Jeu aims at protecting them and explain how the grid will be used to determine a winner and a loser.
- Inform his players of the challenges related to each competitive activity and set realistic goals in this respect.
- Inform his players on a regular basis of the teams' standings according to the activity at hand (regular season, league playoffs, regional playoffs, etc.).
- Intervene with his players, either to reinforce their positive behaviour or to correct inadequate behaviour.

### **The Player**

The player is the first beneficiary of the Franc-Jeu program. His coach may ask him to behave in such a way that will allow his team to have success. Therefore, each player shall:

- Be determined to win, to do every thing that is humanely possible to win according to the basic rule of Franc-Jeu.
  - « *The winning team will now be the one that will win the game by accumulating the highest number of points for its performance and number of points for Franc-Jeu (Victory + Franc-Jeu points = Winner in all aspects)* ».
- Rigorously play in accordance with the playing rules.
- At all times, accept and respect the officials' decisions.
- At all times, respect the officials, the opponents and their fans.
- Always remain in self-control in order that hockey, a physical sport, does not become a brutal and violent sport.
- Avoid discouragement after a loss and conceit in victory.

## **The Official**

The official is the one who, through his position, ensures the concrete application of Franc-Jeu at each game. To facilitate the success of the program, he must:

- Have total knowledge of the playing rules and apply them firmly with judgement and impartiality.
- Condemn any utilization of violence by penalizing immediately any such infraction.
- Be consistent and coherent in his decisions and give equal importance to all games and all periods.

## **The Parent**

The parent is the primary person responsible for the well-being of his child. Most of the times, he is the fund provider, the one who permits his child to play hockey. Any organization has the right to request dignified and respectful deportment from the parent. To meet such a requirement and facilitate the application of Franc-Jeu, the parent must:

- Avoid any verbal violence towards players and sustain all the efforts made towards such objective.
- Encourage his child to respect all playing rules.
- Never publicly put the judgment and integrity of the officials in doubt.
- Support all efforts aimed at banishing verbal and physical violence in amateur hockey games.

Respect volunteer coaches, those who give freely of their time thus allowing their child to play hockey, and on the other hand, thank them for their involvement.

## **3.0 IMPLEMENTATION MECHANISMS**

### **3.1 Equity, an Essential Part of Franc-Jeu**

Sports competitions involve opponents who have rivalry claims, motivated by a challenge, to determine who is the best. Everything resides in this uncertainty: WHO WILL WIN?

This desired uncertainty is the basic reason for competition and makes the challenge possible; it comes from the fact that the opponents involved must be "well balanced", meaning that, as much as possible, they should be of "equal strength". This is the first principle of sportsmanship, the one under which the various levels of competition were created and whose role is to determine opponents in "accordance to their respective strength".

Why this insistence of pitting opponents and teams of as equal strength as possible?

It is because the reason of being, the interest and the competitive value under the Franc-Jeu model is based on such balance. Opponents that are of relative equal strength will be more motivated to show their will to win and to respect the playing rules under the last minute of play. The reverse could have a pernicious effect and cause you many headaches.

### **3.2 The Importance of Creating Uniformity in Franc-Jeu**

Since 1988, the year during which Franc-Jeu was implemented at Hockey Quebec, volunteer administrators were given a lot of liberty with regards to the methods of application.

Which clientele should be targeted? To which activities should it be applied (regular season, league playoffs, regional finals, tournaments, provincial finals)? Which grid should be used? How should ties in the standings be broken? Which challenges and rewards should be granted? These are decisions that were taken by each of the organizations and who, since taking these decisions, have been living with the advantages and inconveniences of these choices.

In the light of these 14 years of operation, of numerous consultations and evaluations made during this time and considering the decision made by Hockey Quebec to make Franc-Jeu mandatory beginning with the 2003-2004 season, it becomes advantageous to standardize the program.

Thus, the basic nature of Franc-Jeu will be preserved and it will be easier for all to understand and apply it.

### 3.3 How is Applied Franc-Jeu in Quebec (Beginning with the 2003-2004 season)

#### 3.3.1 Clientele involved:

- Male and Female Hockey,
- Novice through Junior Divisions inclusive,
- Single and Double-Letter Classes.

#### 3.3.2 Activities involved:

- Regular Season,
- League Playoffs,
- Regional Finals,
- Provincial Finals,
- International, National, Provincial, Interregional and Regional Tournaments (Refer to the Tournament Guide)

#### 3.3.3 Characteristics of the Franc-Jeu Grid

How are points handed out for performance?

1 win	=	2 points in the general standings
1 tie	=	1 point in the general standings
1 loss	=	0 point in the general standings

How are Franc-Jeu points handed out?

- 1) Each team that abides by the basic standard established in penalty minutes is awarded 1 additional point in the standings.

Example:

Pee-Wee Double-Letter	12 minutes or less = 1 point
-----------------------	------------------------------

- 2) In the basic standard established in penalty minutes is not respected, the team will not receive the additional point.

Example:

Pee-Wee Double-Letter	13 minutes or more = 0 point
-----------------------	------------------------------

- 3) All penalties, except those involving a Penalty Shot (Minor only), assessed to players and coaches are accountable.

This means that all groups of infractions (as shown on the back of the scoresheet) related to fights and altercations, stick infractions, body infractions and other various penalties are accounted.

- 4) These infractions are added for each team « according to the total of penalty minutes » and each infraction showing more than one code is added in accordance with the following equivalences:

#### Equivalences

<b>SCORESHEET</b>		
<b>Code</b>	<b>Description</b>	<b>Penalty Minutes</b>
Code A	Minor or Bench Minor Penalty	2 minutes
Code B	Major Penalty	5 minutes
Code C	Misconduct Penalty	10 minutes
Code D	Game or Gross Misconduct Penalty	10 minutes
Code E	Match Penalty	10 minutes

Example: A player penalized for 'checking from behind' (A-40 + D-40) is equivalent to 12 penalty minutes under the Fran-Jeu standards.

### 3.3.4 The Official Franc-Jeu Grid

Considering all of the above, a single and unique Franc-Jeu grid will be used by Hockey Quebec beginning with the 2003-2004 season.

Division	Class	Win			FRANC-JEU POINT	
		Win	Tie	Loss	Penalty Minutes	Points
Novice	Single-Letter	2	1	0	8 minutes or less	1
					9 minutes or more	0
Atom	Single-Letter Double letter	2	1	0	10 minutes or less	1
					11 minutes or more	0
Pee-Wee	Single-Letter Double-Letter	2	1	0	12 minutes or less	1
					13 minutes or more	0
Bantam	Single-Letter Double-Letter	2	1	0	16 minutes or less	1
					17 minutes or more	0
Midget	Single-Letter Double-Letter	2	1	0	20 minutes or less	1
					21 minutes or more	0
Junior	Single-Letter Double-Letter	2	1	0	22 minutes or less	1
					23 minutes or more	0
Female	Pee-Wee	2	1	0	10 minutes or less	1
	Bantam	2	1	0	12 minutes or less	1
	Junior	2	1	0	13 minutes or more	0
					16 minutes or less	1
					17 minutes or more	0

### Notice

It is important to note that the very nature of the Franc-Jeu tool requires that Franc-Jeu points be taken into account during the regular season in the General Standings as well as during year-end Playoffs.

### 3.3.5 Methods of Calculation for General Standings

#### Regular Season

Methods of application for general standings during the regular season are quite simple.

#### **REGULAR SEASON**

*The total of performance points and Franc-Jeu points determine the position of teams in the standings, the highest total being awarded the highest position.*

If there is a tie in the standings amongst many teams, the highest position is determined according with the following criteria:

- The team having the most wins,
- The team having the least losses,
- The team having gained the most Franc-Jeu points,
- The results of game(s) between the teams involved (number of win(s)).

***Note 1: Applies only to teams having played against each other in the same conference.***

***The best differential: the total of goals For less the total of goals Against de in all games.***

***Note 2: If a team does not appear for a game (forfeit), the number of goals For and goals Against in games played by other teams against such a team shall not be taken into account in this calculation.***

## **Year-End Playoffs and Regional Finals**

Methods of application for year-end playoffs and regional finals are related to the format you will decide to use.

### **"Round Robin" (Year-End Playoffs and Regional Finals)**

*The total of performance points and Franc-Jeu points determine the position of teams in the standings, the highest total being awarded the highest position.*

If there is a tie in the standings amongst many teams, the highest position is determined according with the following criteria:

- The team having the most wins,
- The team having the least losses,
- The team having gained the most Franc-Jeu points,
- The results of game(s) between the teams involved (number of win(s)).

***Note 1: Applies only to teams having played against each other in the same conference. The best differential: the total of goals For less the total of goals Against de in all games.***

***Note 2: If a team does not appear for a game (forfeit), the number of goals For and goals Against in games played by other teams against such a team shall not be taken into account in this calculation.***

Once the Round Robin is completed and the teams' standings are known, you may declare the 'First' place team as champion of one or the other activity. Otherwise, you will need to organize one or more semi-final and / or final games as you so choose.

### **Semi-Final and / or Final ↔ Single elimination, Best of 3, 5 or 7 Games**

The team with the higher total of points wins the game.

- In case of a tie after regulation time, Franc-Jeu points will be added immediately to determine the result. If one of the two teams did not respect the penalty minute standard for its division and the actual score is tied at the end of regulation time, such team loses the game.

Ex:

	Home	Visitors
Score after regulation time	5	5
Franc-Jeu points after regulation time	1	0
Final result	Win	Loss

	Home	Visitors
Score after regulation time	5	4
Franc-Jeu points after regulation time	0	1
Final result	Win	Loss

Should the tie remain after the above operation, overtime will be played in accordance with Hockey Quebec Regulation 8.6. **Note: Franc-Jeu does not apply in overtime.**

### **Semi-Final and / or Final ↔ 2 or more games total points**

- The highest point total, including Franc-Jeu points, for all the games determine the winner.
- In case of a tie in any of the games, overtime will be played in accordance with Hockey Quebec Regulation 8.6.

**Note: Franc-Jeu does not apply in overtime.**

#### **"Double Elimination" and "False Double Elimination" (Year-End Playoffs and Regional Finals)**

The team with the higher total of points wins the game.

- In case of a tie after regulation time, Franc-Jeu points will be added immediately to determine the result. If one of the two teams did not respect the penalty minute standard for its division and the actual score is tied at the end of regulation time, such team loses the game.

Ex:

	Home	Visitors
Score after regulation time	5	5
Franc-Jeu points after regulation time	1	0
Final result	Win	Loss

	Home	Visitors
Score after regulation time	5	4
Franc-Jeu points after regulation time	0	1
Final result	Win	Loss

- Should the tie remain after the above operation, overtime will be played in accordance with Hockey Quebec Regulation 8.6. **Note: Franc-Jeu does not apply in overtime.**

## Provincial Finals and Tournaments

Methods of application of Franc-Jeu in Provincial Finals and Tournaments are directly related to the format used.

### **"Single Elimination", "Double Elimination" and "False Double Elimination" (Provincial Finals and Tournaments)**

The team with the higher total of points wins the game.

- In case of a tie after regulation time, Franc-Jeu points will be added immediately to determine the result. If one of the two teams did not respect the penalty minute standard for its division and the actual score is tied at the end of regulation time, such team loses the game.

Ex:

	Home	Visitors
Score after regulation time	5	5
Franc-Jeu points after regulation time	1	0
Final result	Win	Loss

	Home	Visitors
Score after regulation time	5	4
Franc-Jeu points after regulation time	0	1
Final result	Win	Loss

Should the tie remain after the above operation, overtime will be played in accordance with Hockey Quebec Regulation 8.6. **Note: Franc-Jeu does not apply in overtime.**

### **"Round-Robin" (Provincial Finals and Tournaments)**

*The total of performance points and Franc-Jeu points determine the position in the standings, the team with the highest total being awarded the highest position.*

If there is a tie in the standings amongst many teams, the highest position is determined according with the following criteria:

- The team having the most wins,
- The team having the least losses,
- The team having gained the most Franc-Jeu points,
- The results of game(s) between the teams involved (number of win(s)).

**Note 1: Applies only to teams having played against each other in the same conference. The best differential: the total of goals For less the total of goals Against de in all games.**

**Note 2: If a team does not appear for a game (forfeit), the number of goals For and goals Against in games played by other teams against such a team shall not be taken into account in this calculation.**

**N.B. Any team winning a game by forfeit or default is automatically awarded 3 points in the standings, regardless of the activity (Regular Season, Year-End Playoffs, Regional Finals, Provincial Finals and Tournaments).**

### **3.3.6 Stakes Involved in Franc-Jeu**

<b>COMPETITIVE ACTIVITIES</b>	<b>STAKES</b>	<b>SUGGESTIONS</b>
Regular Season	Individual and collective satisfaction, honour, glory and prestige.	Constant update, posting and publishing team standings. Ex: At the rink, in newspapers, on your Web site, on radio and TV.
Regular Season	Rewards	Privileges for year-end playoffs to teams highest in the standings. Ex: Series begin at home against teams lower in the standings.
Regular Season	Individual and collective satisfaction, honour, glory and prestige.	Recognition as the «Franc-Jeu Sportsmanship Champions» to teams placing first in the standings and /or organizations whose teams have accumulated the greatest total number of points in the standings.
Regular Season	Rewards	Individual and collective rewards such as banners, T-shirts, trophies, medals, promotional material, etc., may accompany the title.
Year-End Season	Individual and collective satisfaction, honour, glory and prestige.	Participation in Regional Finals for teams winning the Playoffs.
Regional Finals	Individual and collective satisfaction, honour, glory and prestige.	Participation in Provincial Finals for teams winning the Regionals.
Regional Finals	Individual and collective satisfaction, honour, glory and prestige.	Recognition as «Regional Champion».
	Rewards	Individual and collective rewards such as banners, T-shirts, trophies, medals, promotional material, etc., may accompany the title.
Provincial Finals	Individual and collective satisfaction, honour, glory and prestige.	Recognition as «Provincial Champion».
	Rewards	Individual and collective rewards such as banners, T-shirts, trophies, medals, promotional material, etc., may accompany the title.
Tournaments	Individual and collective satisfaction, honour, glory and prestige.	Recognition as «Tournament Champions».
	Rewards	Individual and collective rewards such as banners, T-shirts, trophies, medals, promotional material, etc., may accompany the title.

## 4.0 EVALUATION OF RESULTS

Two elements should draw your attention to evaluate the results of Franc-Jeu.

First, you will need to evaluate the quality of application of the program. This will be useful from year to year to improve the methods of application and make the necessary adjustments.

Then, you should be able to measure if Franc-Jeu has contributed to cut down on violence and influence the teams' behaviour during all competitive activities.

### 4.1 Evaluate the Quality of Application of the Franc-Jeu Program

At this point, we offer a method that will allow each organization to measure how Franc-Jeu has been applied. This could be used by the person responsible for Franc-Jeu in the organization.

#### EVALUATION GRID Quality of Application of the Franc-Jeu Program

Name of the Organization	Age Division and Class	Season		
<b>ELEMENTS OF THE PROGRAM</b>	<b>RANKING</b> 0 = Not applied 1 = Good 2 = Very Good 3 = Excellent Circle ▼			
We have well informed all persons involved (Coaches, Players, Parents and Volunteers) about the Franc-Jeu program.	0	1	2	3
Our teams were of equal strength.	0	1	2	3
We have constantly updated the teams' standings by using the Franc-Jeu grid in its integrity.	0	1	2	3
We have regularly transmitted the teams' standings to coaches, players, parents and volunteers.	0	1	2	3
We have evaluated <b>how Franc-Jeu contributed to cut down on violence and influence the teams' deportment</b> (through the use of one of the two proposed method).	0	1	2	3
We have intervened with teams showing a «less than desirable» mark related to deportment points.	0	1	2	3
We have implanted a system to valorize the program.	0	1	2	3
When required, we have consulted the Franc-Jeu section on the Hockey Quebec Web site.	0	1	2	3
<b>RESULTS</b>	<b>TOTAL</b>			
<i>20 to 24 points = The program was very well applied.</i>				
<i>17 to 19 points = The program was well applied.</i>				
<i>16 points or less = Improvements are required for next year.</i>				

## **4.2 Evaluate How Franc-Jeu Contributed to Cut Down on Violence and Influence the Teams' Department**

You undoubtedly hope to gain positive results from the application of Franc-Jeu. Knowing the requirements of your involvement in hockey, we offer you two rather simple methods to measure the impact of Franc-Jeu on your teams' department.

These suggestions come from initiatives taken by many organizations that have used the program in the past. *Generally, this work was done by the Statistician working with each league.*

It is up to you to use the most convenient method for your situation and its frequency of use. Some organizations prefer to monitor the teams' evolution on a regular basis while others prefer to conduct a global evaluation at the end of each activity.

A frequent evaluation of each team's department gives you a definite advantage, that of being able to intervene quickly with the coaching staff of teams showing problematic behaviour.

#### 4.2.1 The Team's Scorecard According to Penalty Minutes per Game

AGE DIVISION AND CLASS	RANKING		
<b>Novice</b> <i>Single-Letter</i>	6 minutes or less	=	Excellent
	7 minutes	=	Very good
	8 minutes	=	Good
	9 minutes or more	=	Not acceptable
<b>Atom</b> <i>Single-Letter</i> <i>Double-Letter</i>	8 minutes or less	=	Excellent
	9 minutes	=	Very good
	10 minutes	=	Good
	11 minutes or more	=	Not acceptable
<b>Pee-Wee</b> <i>Single-Letter</i> <i>Double-Letter</i>	10 minutes or less	=	Excellent
	11 minutes	=	Very good
	12 minutes	=	Good
	13 minutes or more	=	Not acceptable
<b>Bantam</b> <i>Single-Letter</i> <i>Double-Letter</i>	14 minutes or less	=	Excellent
	15 minutes	=	Very good
	16 minutes	=	Good
	17 minutes or more	=	Not acceptable
<b>Midget</b> <i>Single-Letter</i> <i>Double-Letter</i>	18 minutes or less	=	Excellent
	19 minutes	=	Very good
	20 minutes	=	Good
	21 minutes or more	=	Not acceptable
<b>Junior</b> <i>Single-Letter</i> <i>Double-Letter</i>	20 minutes or less	=	Excellent
	21 minutes	=	Very good
	22 minutes	=	Good
	23 minutes or more	=	Not acceptable
<b>Female Pee-Wee</b>	8 minutes or less	=	Excellent
	9 minutes	=	Very good
	10 minutes	=	Good
	11 minutes or more	=	Not acceptable
<b>Female Bantam</b>	10 minutes or less	=	Excellent
	11 minutes	=	Very good
	12 minutes	=	Good
	13 minutes or more	=	Not acceptable
<b>Female Junior</b>	14 minutes or less	=	Excellent
	15 minutes	=	Very good
	16 minutes	=	Good
	17 minutes or more	=	Not acceptable

**A «Not acceptable» ranking requires the intervention of the person responsible for Franc-Jeu with the Coaching Staff of the team(s) involved.**

#### 4.2.2 The Team's Scorecard Related to the Percentage (%) of Accumulated Department Points

PERCENTAGE (%) OF ACCUMULATED DEPARTMENT POINTS	COTES
100 %	Excellent
90 % to 99 %	Very good
80 % to 89 %	Good
70 % to 79 %	Mediocre
69 % or less	Not acceptable

Some examples (regardless of the age division or class)

25 games played = Maximum of 25 department points for a given team.  
 The team cumulated = 20 points, hence 80% of the available points = **Good.**

5 games played = Maximum of 5 department points for a given team.  
 The team cumulated = 2 points = 40 % **Not acceptable.**

**A «Not acceptable» ranking requires the intervention of the person responsible for Franc-Jeu with the Coaching Staff of the team(s) involved.**

## **5.0 TOOLS AND SERVICES AVAILABLE**

### **5.1 Franc-Jeu Section, Hockey Quebec Web Site**

A Franc-Jeu section is available on the Hockey Quebec Web Site. In it, you will find all the necessary information to understand and implement the program as intended. You will also have the possibility of downloading a series of documents and tools to help you in your task. To access the Franc-Jeu section on the Hockey Quebec Web site, go to the Home Page of the site at:

[www.hockey.qc.ca](http://www.hockey.qc.ca)



### **5.2 The Video «Franc-Jeu, In Search of the Lost Fun»**

This video, lasting 19 minutes and 40 seconds, offers the view of a young hockey player and his father who are both confronted with the problem of violence that reigns in their league.

This toll can be shown prior to the regular season to administrators, volunteer coaches, players and parents. After viewing it, each should have a better understanding of the phenomenon of violence in hockey and should better understand the principles of Franc-Jeu.

This video is available in both French and English. You can get a copy by contacting Hockey Quebec Provincial Office at (514) 252-3079.

### **5.3 The Slide Show «Franc-Jeu, For a Socially Viable Sport» (*Power Point*)**

This information tool was first show at the 8th World Sport Congress in Quebec City in May 2000. It offers a quick overview of the hockey situation in Quebec and emphasizes the two problems to be considered with regards to the popularity of our national sport: the high percentage of injuries caused by illegal actions and the main causes of desertion or the non-participation in Ice Hockey in Quebec. Franc-Jeu is shown as an important element of solution.

### **5.4 The Resume of the Franc-Jeu Guide**

The Franc-Jeu Resume is the indispensable tool in order that one and all understand exactly how Franc-Jeu applies in their league. This resume contains basic general information. To obtain this document, go to the Home Page of Hockey Quebec's Web site at the following address:

[www.hockey.qc.ca](http://www.hockey.qc.ca)

## **5.5 The Official «Franc-Jeu» Logo**

The official «Franc-Jeu» logo is available to all organizations who are members of Hockey Quebec. It may be used on all documentation related to the program. To obtain the logo and reproduce it, go to the Home Page of the Hockey Quebec Web Site at:

[www.hockey.qc.ca](http://www.hockey.qc.ca)

## **5.6 The «Franc-Jeu, Sportsmanship Champion» new concept**

The «Franc-Jeu, Sportsmanship Champion» is available to organizations members of Hockey Quebec. It may be used to reward those deserving members in the program (teams, players, coaches, volunteer administrators, parents, etc.) It may be used on various promotional objects such as banners, T-shirts, trophies, etc. To reproduce it, go to the Home Page of the Hockey Quebec Web Site at:

[www.hockey.qc.ca](http://www.hockey.qc.ca)

## **5.7 The Implementation Manual**

This document contains all the necessary information to better understand Franc-Jeu, facilitate its implementation and ensure its management in accordance with its nature. You may get a copy by contacting the Provincial Office of Hockey Quebec at (514) 252-3079, extension 0. To obtain the implementation manual, go to the Home Page of the Hockey Quebec Web Site at:

[www.hockey.qc.ca](http://www.hockey.qc.ca)

## 6.0 THE PERSON RESPONSIBLE FOR FRANC-JEU

The responsibility of the Franc-Jeu program was taken on at different levels and by different persons since 1988 because no official structure was ever created to oversee its application. Regional Presidents, Members of the Executive or the Board of Directors, League Presidents or of Minor Hockey Associations, Division Convenors, etc., just as many examples that demonstrate such fact. As for a description of tasks to be conducted in regards to such responsibility, it varied wildly from one organization to another.

In light of these facts, we offer a description of the tasks of the person responsible for Franc-Jeu. It is simple and can easily be applied at all levels, thus respecting the structures currently in place at Hockey Quebec.

### 6.1 Tasks of the Person Responsible for Franc-Jeu

- ↵ Adequately inform coaches, players, parents and volunteers about the Franc-Jeu program.
- ↵ Ensure that teams are of equal strength.
- ↵ Constantly maintain up-to-date teams' standings through the integral use of the Franc-Jeu grid.
- ↵ Regularly communicate the teams' standings to coaches, players, parent, volunteers, etc.
- ↵ Ensure the evaluation of Franc-Jeu by using one of the two proposed methods, to determine how the program has contributed to cut down on violence and influenced the teams' deportment.
- ↵ Intervene with the Coaching Staff of teams showing a «Not Acceptable» ranking with regards to deportment points.
- ↵ Establish an enhancement program for Franc-Jeu.
- ↵ If need be, consult the Franc-Jeu section on Hockey Quebec Web Site.
- ↵ Evaluate the quality of application of the Franc-Jeu program by using the proposed method.

## **6.2 Who Shall Be the Person Responsible for Franc-Jeu?**

The success of Franc-Jeu in each of the competition network rests, above all, on the leadership provided by the Regional Federation. The fact the Franc-Jeu is the responsibility of the regional level does not prevent, in any way, leagues and / or associations from designating their own person responsible for Franc-Jeu. On the contrary, the 'Job Description' being the same at all levels, each and everyone's task will be simplified.

For such person to be efficient, make sure that the person you will designate as the one responsible is not over-burdened by other tasks related to Minor Hockey.

## **7.0 RESUME AND ADVICE TO ORGANIZATIONS**

- 1) Ensure that the person you designate as responsible for the program is available and convinced.
- 2) Ensure that the Statistician is familiar with Franc-Jeu.
- 3) Ensure that players are surrounded by competent individuals (mainly coaches and officials) who are respectful of the principles described in Franc-Jeu.
- 4) Restrict yourself to the tasks described in the 'Quality of Application' evaluation Grid (Refer to Section 4.1).
- 5) Keep all scoresheets for a period of two (2) years.
- 6) Make maximum use of the tools at your disposal to administer the Franc-Jeu program.
- 7) Make arrangements with newspapers to ensure that the teams' standings as shown in Section 1.0 will appear in their integrity in the «Statistics» page.
- 8) Keep the program simple. As much as possible, stick to the proposed suggestions and tools. Do not hesitate to seek advice through Hockey Quebec Web site at:

[www.hockey.qc.ca](http://www.hockey.qc.ca)

## **8.0 CONCLUSION**

This manual offers enough information and advice for you to be autonomous in the application of Franc-Jeu. On the other hand, a program with such an impact, involving almost 70,000 players, 9,000 coaches and 4,000 officials on a daily basis in some 80,000 game per year, requires sustained support by its administrators. The leadership offered by each of the regions to its leagues and Minor Hockey Associations is of primary importance.

Franc-Jeu is a program that must be animated, supported and enhanced at all levels of our structure. Past experiences involving Franc-Jeu has demonstrated that any implementation strategy that would limit itself to the distribution of documentation is bound to fail sooner or later. It is now up to everyone to create the dynamics that will keep the program lively, coherent and stimulating for years to come.

## 9.0 REFERENCES

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