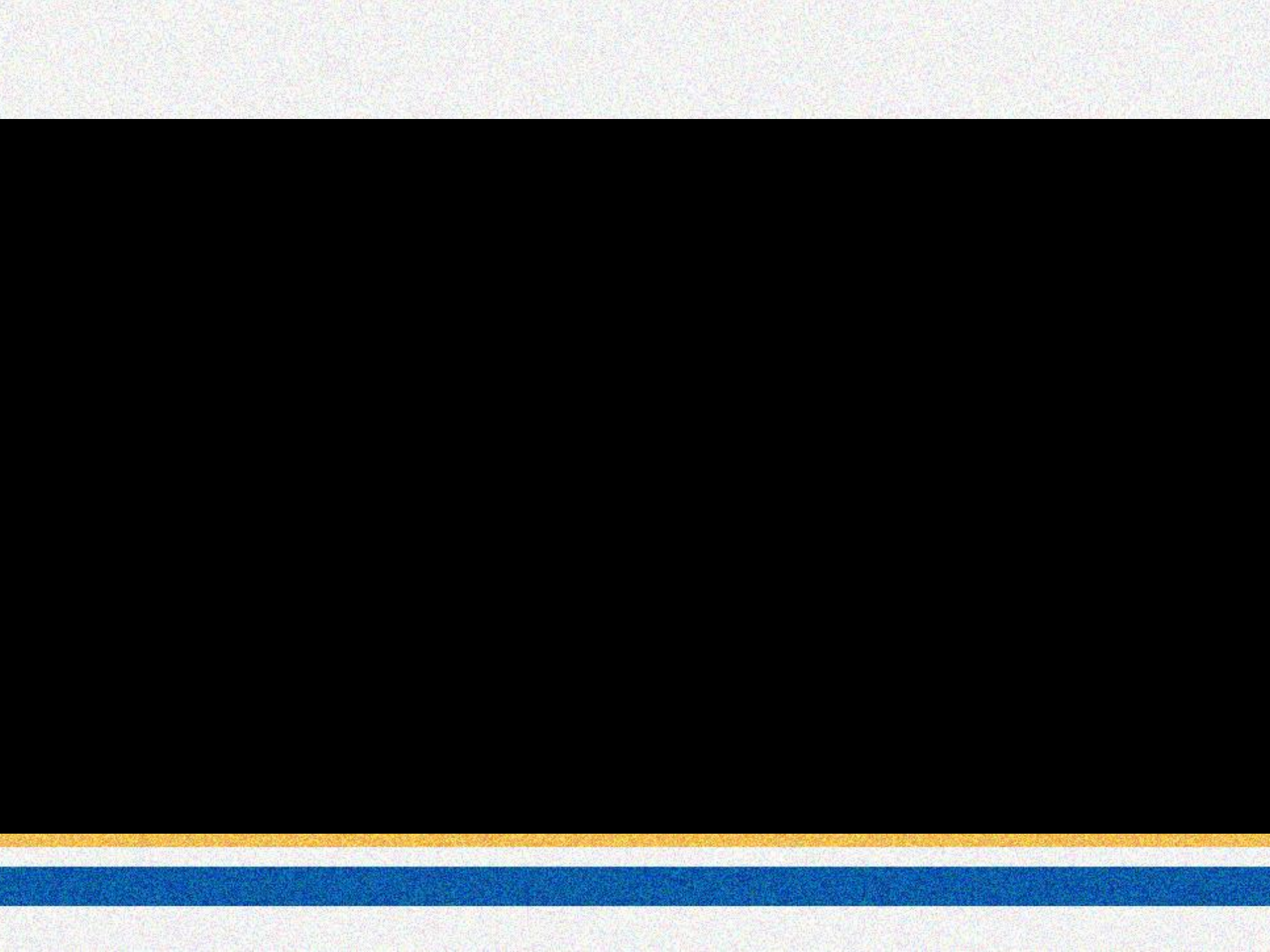


GAME MANAGEMENT

PURPOSEFUL DEVELOPMENT





WHO'S RESPONSIBILITY IS IT TO DEVELOP THE PLAYER?

Player

Parents

Coaches

Association

Hockey Alberta



4 PILLARS OF PLAYER DEVELOPMENT



What Coaches need to do

- Focus on supporting the complete player not just the athlete's training and competition.
- Introduce athletic skills in a systematic and timely way
- Recommend other sports or cross training methods to get away from hockey and avoid burn out [LTAD]



Success from a Coaching/Player standpoint

- **Enjoyment of players coming to the rink everyday**
- **Improvement of players' skills**
- **Developing players to play at the next level**



TECHNICAL

Technical – development of fundamental movement skills, foundational hockey skills and hockey specific technical, tactical and strategic skills. Focus is on developing and enhancing skill performance under pressure.



TECHNICAL

Canada's Focus

1. Skating
2. Offensive Skills
3. Defensive Skills
4. Hockey Sense

USA's Focus



USA's Focus



SKATING

Strong on Feet	Stability
Stride	Power
Edges	Agility
Transition & Pivots	Quick Feet
Change of Direction	Evasive Turns
Acceleration	Escapes



OFFENSIVE SKILLS

Puck Deception	Puck Management	Quick Shot Release
Carry With Speed	Passing	Shot Mentality
Puck Protection	Pass Reception	Find Shooting Lane
Driving the Net	Creativity	Being An Option



DEFENSIVE SKILLS

Angling	Controlled Skating
Stick On Puck	Tracking
Defensive Side	Transition
Fronting	Boxing Out
Gap Control	Communication





HOCKEY SENSE

How the player plays the game with and without the puck.

- Ability to make decisions that affect the play.
- Ability to understand the tactics necessary to be successful.
- Adaptability to modify their game to changing conditions or opponent tactics.



TECHNICAL

What specific things could you do as a Coach to aid in the Technical development of players?



LIFE SKILLS

Life Skills – development of emotional, social and character skills to enable players to function effectively as individuals and as team members within the sport of hockey and in society.



LIFE SKILLS

Leadership Skills – take on small leadership roles under guidance of coach

Coping with Setbacks – understand that failure is normal and an essential part of life and learning, understand training and competition is a process not an outcome



LIFE SKILLS

Professionalism – understand hockey is a vehicle for being a better person

Professionalism is a way of communicating respect for the game. It's the greatest game in the world; your professionalism is a way to say 'thank you'.

Work Ethic – develop a high level of consistency in every aspect and form a positive attitude around effort
- as exercise is not a punishment.



LIFE SKILLS

Self-esteem – develop confidence through successful skill development

Team Member – make adjustments in own play to assist team and assist teammates on and off the ice.





LIFE SKILLS

What specific things could you do as a Coach to aid in the Life Skills development of players?



Great games start with Great practice

“What you see in a game is what you coach”

Perhaps...

“What you don’t see in a game is what you don’t coach”

*IF YOU ARE DOING SOMETHING IN PRACTICE THAT ISN’T USED IN A GAME...
YOU ARE WASTING EVERYONES TIME!*

**Once the puck drops...what does a coach control?
Commit to teach and give your highest value to practice!**



DRILLS SHOULD “TEACH”

- Skill development
- Creativity
- Anticipation
- Rink sense
- Transition



AREAS COACHES NEED HELP WITH IN GAMES

- 3 – Measurables
- Motivation comments
- Coaches talking the game
- Post game remarks

Have players “value” the puck – then make the play “they” want to make

Coaches – give the players the skills to do this



Before Game Management

- Decision making...chain of command?
- Pre game routine
 - arrival time
 - off ice W/U - on ice W/U
 - meetings?
 - “pep talk”



Before Game Management

- Pre scouting opposition
- Preparing game-plan cards
- Developing and implementing pregame routines
- Clarifying coaching responsibilities, who will communicate line changes and adjustments



Game Tactical Prep

- YTP - where are we?
- Prepare line-up
- Prepare your tactics
- How will you share this information with team?



Game Tactical Delivery

Be specific...this what we need and will do

3 measurables

Reiterate strengths and game plan

Purpose of all this = ***CONFIDENCE***



“Pep Talk”

- “move the athletes” ...*be in the zone*
- Start with **outcome goal**...move players to focus on **performance** and **behavior** goals
- What you bring can be more important than what you say!
 - tone
 - timing
 - finish







During Game

- Disciplining on the bench as needed
- Communicating line changes
- Communicating with players
- Observing the game
- Communicate correction/adjustments to players
- Communicating with players between periods



Changing on the fly

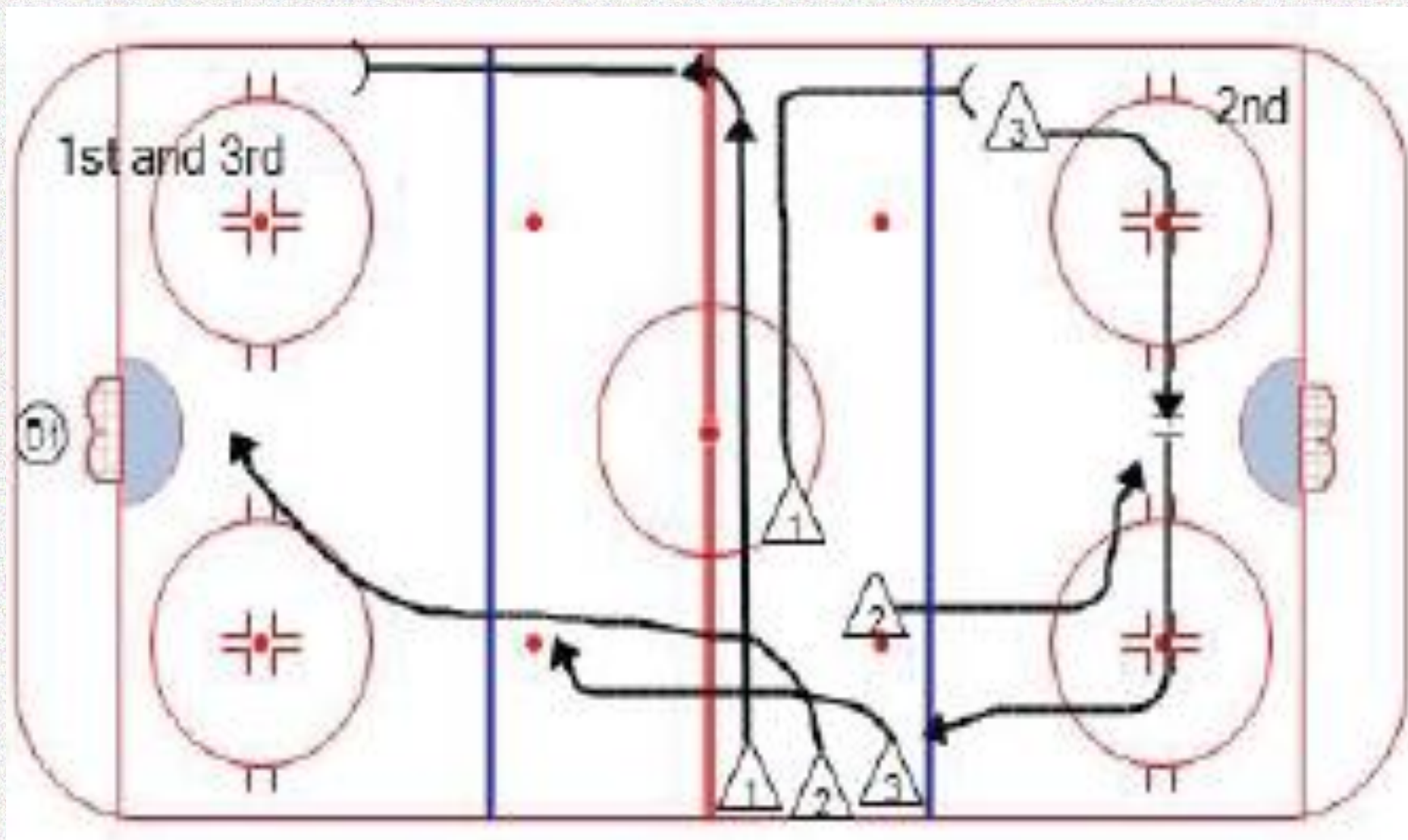
- When to change (timing)
- How to change (gates/over boards)
- Changing on possessions/regroups
- On dump-ins
- Player communication/who has who



Change Strategy

- Taking away the far side of the ice
- Bench awareness - dump ins
- Maintaining the game tempo
- Be a full line ahead/players know in advance
- ICE TIME? - shortening bench
 - all players/all situations

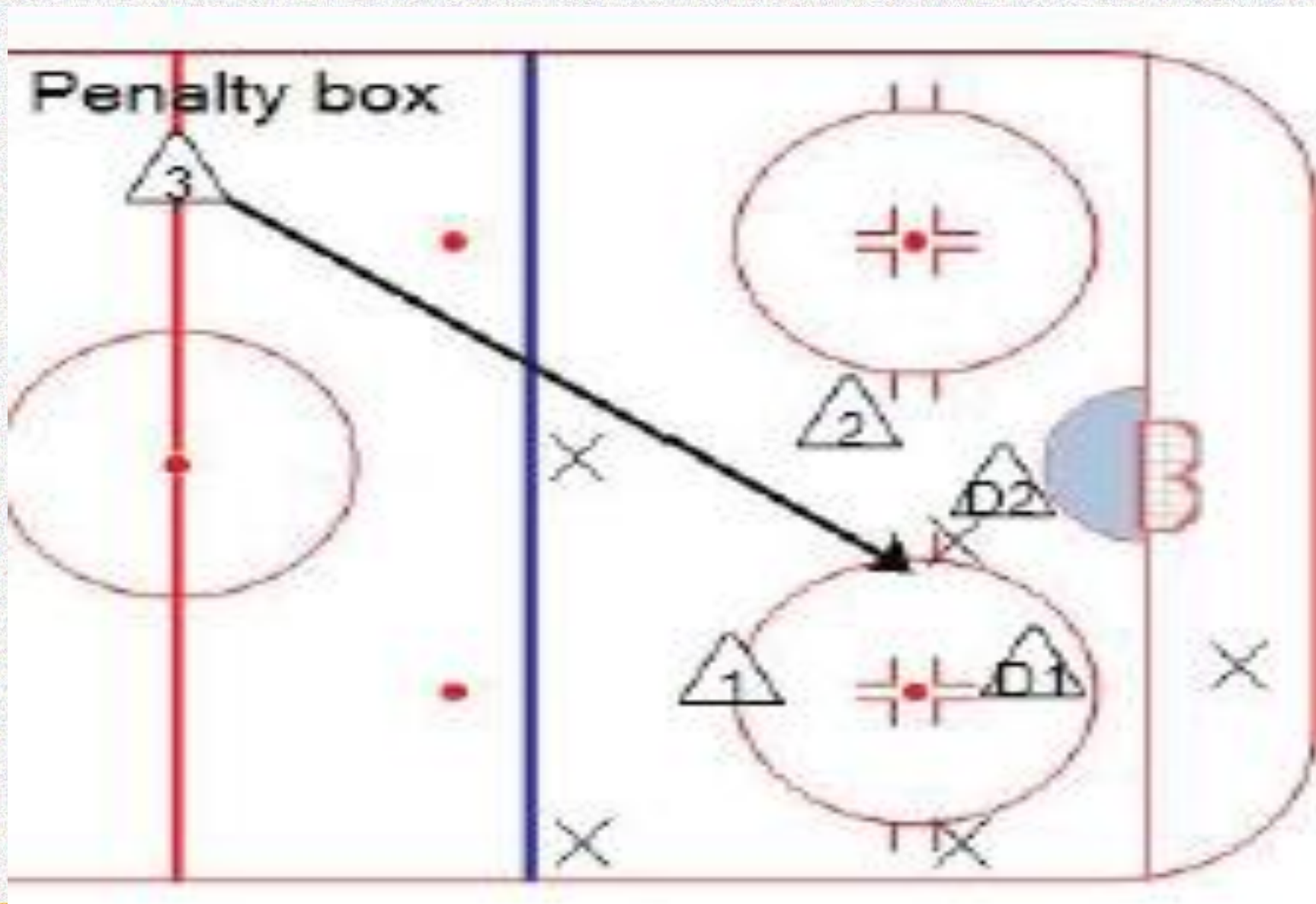




Short handed situations

- Changing procedures
- Where does player in box go (ice/bench, role)
- Where does replacement player go (to puck/net)

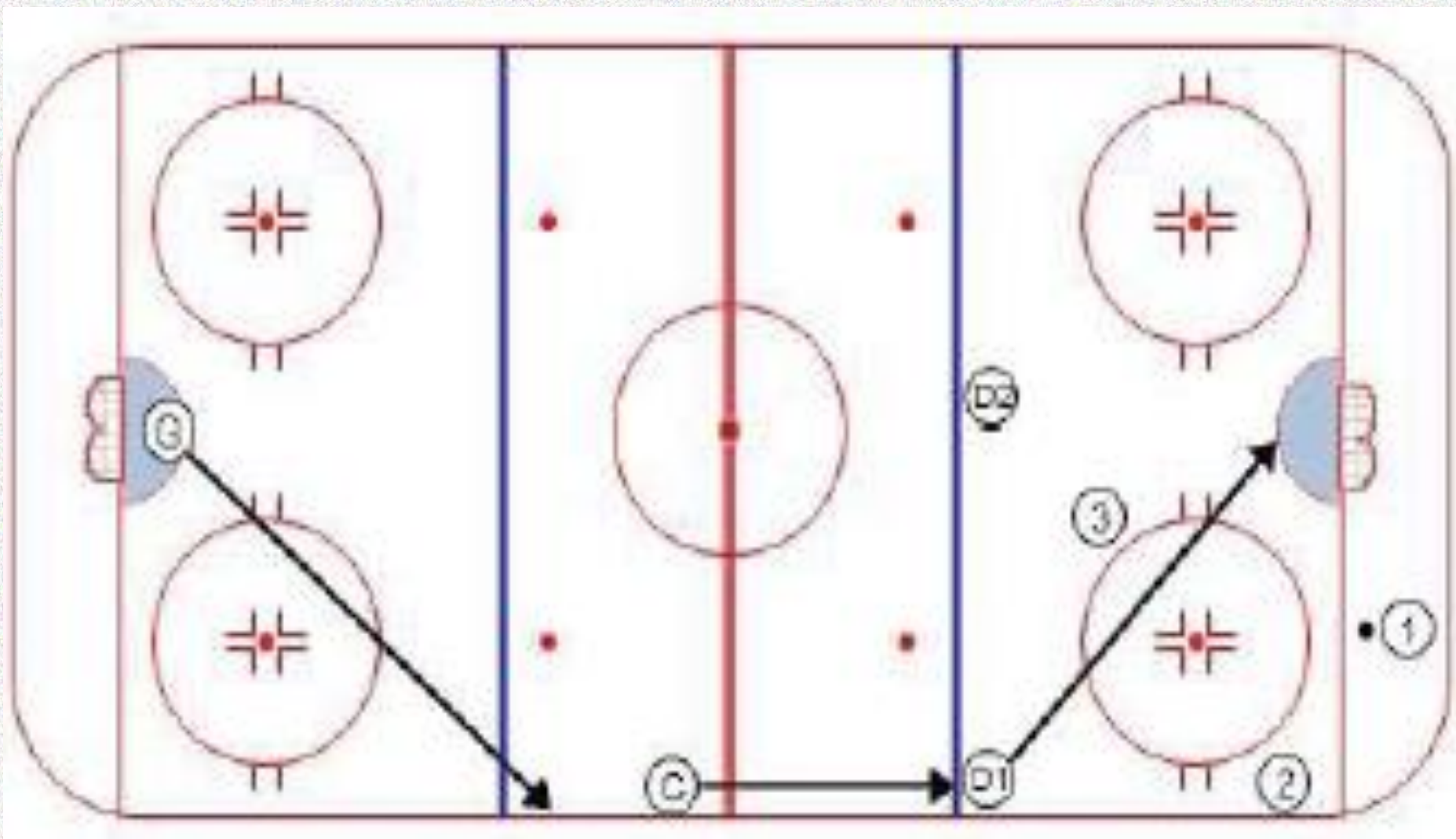




Goalie out plan

- Signal to Goalie
- Timing
- Replacement player
- Delayed penalties





Game Card

- Your Line-up
- Opposition lines
- Track stats
- Area to design play
- Area for comments (each period)



Get the BIG Picture

[by end of 1st period]

1. How hard is your team working
2. Executing simple hockey plays...passing, support, read/react
3. Who is playing well
4. What is other team doing that is causing you difficulty or that you could take advantage of



Know your “COACH” MOMENTS

- First and last shift of a period
- Shift after goal for or against
- Shift after PP or PK
- Disrupt match-up
- Change momentum



Between Periods

1. Get players settled
 2. Consult staff on big picture
 3. Make adjustments
- Use of Emotion...planned, timed, not over used



Between Periods

ASSISTANT COACH GOES INTO ROOM TO:

- Evaluate mood of team
- Individual comments and suggestions
- Specialty items



Between Periods

HEAD COACH GOES INTO ROOM TO:

- Make corrections/adjustments(2 to 3 max)
- Motivational wisdom

Disclaimer





Bench Behavior

Giving Individual Instructions:

- Responsibility of assistant coaches?
- Give the player a chance to catch breath and regain composure
- Point out the mistake you are concerned about
- Sandwich approach!! **Positive/Corrective/Positive**
- Who is watching the game?



When giving instructions remember...

- Use cue words
- Be concise and to the point
- Resist your urge to over coach
- Positive feedback
- Coaching skill - ASKING

“Instructions yelled from the bench can break the players concentration and are usually not heard”



When giving instructions remember...

ASKING – Be patient and ask them a question about what did they see out there?

What else might you have done?

They will think about what happened and give you the answer you were going to give them.

Players aren't robots...they should play instinctively



When giving instructions remember...

Coaches who over coach or shout instructions during games distract players from what they already know how to do.

You are denying a life skill and character piece

- their decision making ability and learning to live with the consequence of their own decisions.





After Game Management

- Reviewing your team's performance
- Reviewing the opposition strategies
- Evaluating individual players' performance
- Evaluating your performance and that of your coaching staff
- Decide what coaches will say to the team



After Game

- Emphasize the key points (behavioral & performance goals)
- Avoid basing your post game speech on the outcome of the game
- No Blame
- Team Awards?
- Put yourself aside
- Talk to team [win or lose]?
- Giving players an opportunity to speak?



Ask yourself after a game?

- Did we work hard enough?
- Did we win or lose based on effort? Skill/ talent?
- Did we under perform, over perform or to expectation?
- Did we play disciplined?
- Did we have a good attitude (Life Skills)?
- Did we stay focused?
- Did we use the game plan? Was the game plan correct?

