

# INTRO TO HOCKEY MODEL

A guide for the introduction and implementation of the Intro to Hockey Model for Initiation and Novice Hockey in Alberta



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# WELCOME

How a player gets his/her initial taste of hockey is crucial. Their first four years of hockey must be a positive experience full of fun and excitement. If the beginner has fun and develops some basic skills and builds confidence, there is a good chance they will go on to enjoy hockey for life.

As a result, it becomes imperative to design hockey programming that is suitable to the age, size, and skill level of the participant, based on the following key principles:



## CHILDREN ARE NOT MINIATURE ADULTS



## CHILD DEVELOPMENT IS A MARATHON NOT A SPRINT



## CHILDREN SHOULD BE BUILT INTO:

People 1st; Athletes 2nd; Hockey players last.

A Minor Hockey Association’s programming for its youngest players serves as an important building block upon which the entire MHA is built. Youngsters at every level of play benefit from getting the “right start” in the game.

Hockey Canada made it mandatory that all games are played on cross ice/half ice starting in the 2016-17 season for Initiation age category (ages 5 and 6) participants, and in the 2019-20 season for Novice age category (ages 7 and 8) participants. These policy changes were designed to address ongoing challenges to player development, including:

**OVER-COMPETING AND UNDER-TRAINING.**

**FUNDAMENTAL MOVEMENT SKILLS AND SPORT SKILLS NOT BEING TAUGHT PROPERLY.**

**PREPARATION GEARED TO SHORT-TERM OUTCOMES.**

**A COMPETITION SYSTEM THAT INTERFERES WITH ATHLETE DEVELOPMENT.**

**EARLY SPECIALIZATION IS DEMANDED.**



**IT IS OKAY FOR PARENTS TO WANT THEIR KIDS TO GET TO THE HIGHEST LEVELS, BUT WE ALL NEED TO WORK TOGETHER TO IMPLEMENT AND ACHIEVE THE BEST WAY FOR THAT TO OCCUR.**

Effective for the 2019-20 season, Hockey Canada is mandating that all hockey for players aged eight years and younger (Initiation and Novice) is to be played according to age-appropriate development guidelines. Minor Hockey Associations not operating according to these standards will be considered in violation of the Hockey Canada policy.

## In Alberta, effective for the 2019-20

season, Initiation and Novice hockey will run under the title **Intro to Hockey**.



The goals and objectives of Intro to Hockey programming are to:

01

Teach the basic skills of hockey so players can enjoy the game.

02

Assist in the development and enhancement of physical literacy and basic motor patterns.

03

Deliver a program that is age appropriate for the size, skill and age of the players.

04

Encourage the aspects of fitness, fair play and co-operation while having fun playing the game.

Hockey Alberta's goal through Intro to Hockey is to create a "new normal" which will encourage a cultural change for how players experience the game at Initiation and Novice.

## INTRO TO HOCKEY

THE NEW NORMAL

### PURPOSE

Give the game back to the kids

### OUTCOME

Reach your potential

### LOOKS LIKE

Action and activity

### FEELS LIKE

Energy and excitement

# 2 SECTION

# GAME PLAY RULES

Effective for the 2019-20 season, all Minor Hockey Associations are required to operate in compliance with the Hockey Canada Policy on Initiation and Novice hockey. In Alberta, that means ensuring that programs utilize the following rules for Intro to Hockey.

## NON-NEGOTIABLES

### PLAYING SURFACE FOR GAMES:

maximum 8,500 sq./ft (100' x 85')

### HOCKEY CANADA PLAYING RULES:

must be followed

### GOALTENDERS:

- Initiation: no goalie equipment except for a goalie stick
- Novice: full goalie equipment

### GAME PLAY RULES:

- 4 on 4 with a goalie
- Continuous play (line changes and stoppages in play)
- Use buzzer for line changes
- Faceoff only to start halves
- No position specialization
- Blue puck is required for Initiation game play

### GAME ADMINISTRATION RULES:

- No score is kept
- No standings or stats kept
- Game summary or game sheet is required for Novice

### ON-ICE OFFICIALS:

- One (1) official per game for Novice
- Official game fee \$20 per official
- Officials Report required for major penalties

### GENERAL ADMINISTRATION RULES:

- Travel Permits are required
- No Jamborees or Festivals prior to November 1
- Coach requirements (see Pg 16-19) need to be adhered to
- Players and team officials can be registered as a program or a team
- No affiliation required



**PLEASE NOTE: NOT ADHERING TO NON-NEGOTIABLE ITEMS WILL PLACE AN MHA IN VIOLATION OF HOCKEY CANADA POLICY, AND SUBJECT TO DISCIPLINARY ACTION.**



**THERE ARE ALSO AREAS THAT ARE NEGOTIABLE, WHERE AN MHA HAS FLEXIBILITY TO ADOPT CERTAIN STANDARDS OF PLAY OR NOT.**

**IN MAKING DECISIONS ON THESE ITEMS, MHAS ARE REMINDED TO KEEP THE CONCEPTS OF AGE APPROPRIATE AND MEANINGFUL COMPETITION AT THE FOREFRONT.**

## NEGOTIABLES

### GAME PLAY GUIDELINES:

- **Shift Length:**
  - recommend 3 minutes or less for Initiation
  - recommend 1.5 minutes or less for Novice
- **Blue Puck:** recommended for Novice game play
- **Game Length:** recommend no longer than an hour with two halves
- **Net size:**
  - recommend 3' x 4' for Initiation
  - recommend either 3' x 4' or regulation size (4' x 6') for Novice

### GENERAL ADMINISTRATION GUIDELINES:

- **Age groups:** one- or two-year age groups are acceptable
- **Grouping of players for games** (see Pg 28)
- **Seasonal Structure:** recommend 2:1 practice to game ratio, ideal season outlined
- **Practice Format:** recommend station work
- **Player Acceleration:** determined by MHA policy
- **Player Movement:** determined by the MHA

# TEAM STRUCTURE

## HOCKEY CANADA GAME PLAY FORMAT

### 01

Each team consists of up to a maximum of 18 players divided into two units of 9. Each team unit of 9 players will have 1 goaltender and 8 skaters. Smaller numbers allow for players to double shift to ensure there are always 4 players on the ice. Coaches must make sure all players take turns double shifting.

### 02

In the large team game model, each team is required to have two goaltenders, one for each half of the ice. This is referred to as the Two or Four Team Game Play Model (see Figure 1), allowing up to four teams playing one another or two larger teams playing one another in two halves. For larger teams divided in two units, each team is required to have two goaltenders, one for each half-ice game.

### 03

In communities where team composition is smaller, the ice is still divided in halves, but only one half will be used for game play. The other half can be used as a practice surface (see Figure 2).

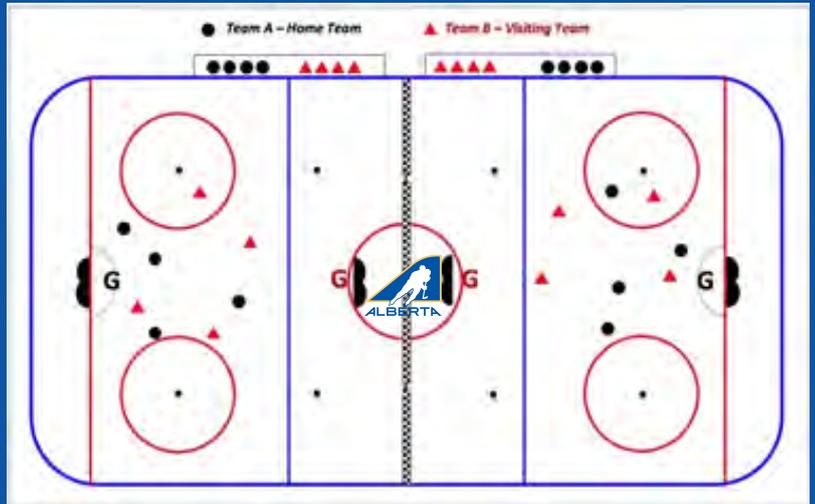


FIGURE 1: LARGE TEAM - TWO HALF ICE GAME MODEL

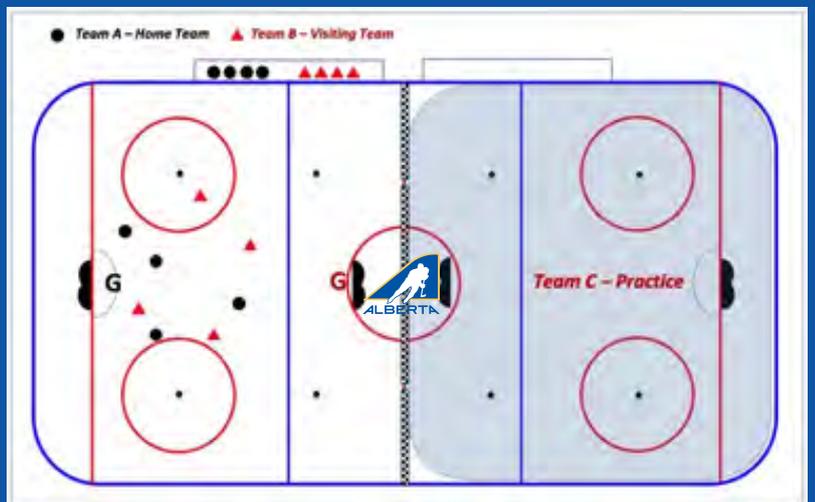


FIGURE 2: SMALL TEAM - ONE HALF ICE GAME MODEL - WITH PRACTICE SHEET OR TWO GAMES



# GAME FORMAT

01

Teams will share the respective player benches with each team using the gate closest to the net they are defending.

02

The warm up – 3 minutes.

03

The rink set-up: One (1) set of barriers. It is recommended that in each half of the ice, the centre spot should be marked to indicate where the face off will take place. This mark is to be established at the midpoint between both nets.

04

Game length: 60 minutes total recommended; two (2) 24-27-minute halves recommended.

05

There will be two (2) face-offs during the game: to start the game, and to start the second half. When the buzzer sounds to end the first half, the visiting team will switch ends and switch benches, so players can play against the other half of the opposing team.

06

No score is kept. Game summary or game sheet is required for Novice.





## SHIFTS

1. Shift length – recommended to be 3 minutes for Initiation and 1.5 minutes for Novice with an automatic buzzer or whistle sounding to indicate players change. The clock is run time.
2. Officials or coaches work together to keep the games synchronized. The main score clock can be used as the time keeping device for both games
3. A buzzer or whistle will sound to signal line changes.
4. Players change on the fly.
  - I. If there are fewer than four (4) players on the bench, the active player designated to stay out for the following shift must tag up at the bench prior to playing the loose puck.
  - II. For Initiation the first player to enter the ice on a line change is the new goalie.

# FROZEN PUCKS, STOPPAGES, GAME FLOW, CHANGE OF POSSESSION

1. The line change procedure does not require a stoppage of play. Associations have the choice of shift length with running time and players changing on the fly.
2. The referee blows the whistle to indicate a change of possession when:
  - a. Goaltender freezes the puck: Attacking players back off at least 3 metres or to a designated marking on the ice. Once the attackers have moved back, the players may resume play as soon as the possession team has the puck.
  - b. Puck shot out of play (over divider or glass): The offending team backs off three metres and the official or coach gives the non-offending team a new puck.
3. When the buzzer/whistle sounds, players must relinquish control of the puck immediately and skate over to their bench gate waiting along the boards until the new players enter onto the ice surface and then they can exit the ice.
4. Failure to immediately relinquish control of the puck at the buzzer or new players entering the ice surface prematurely will result in a change of possession.

When the puck enters the goal, the official will blow the whistle and signal a goal, retrieve the puck from the net and allow the team that was scored on to take possession of the puck. The team that scored backs off 3 metres and gives the player with the puck room to start the play.

## GOALS



# FACEOFFS

There is one (1) face-off location, located approximately half way between the goals (see Figure 3). Coaches may mark the centre face-off location with a temporary marking for game play purposes but is not necessary.

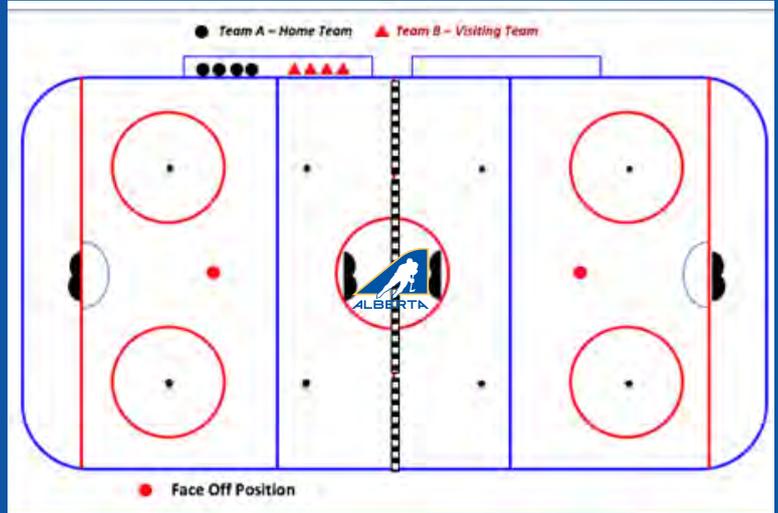


FIGURE 3: LOCATION OF FACEOFF DOT

## PENALTIES (NOVICE ONLY)



**PENALTIES SHALL BE CALLED IN ACCORDANCE WITH THE HOCKEY CANADA OFFICIATING PROGRAM (HCOP) STANDARD OF PLAY, WITHIN A LEARNING ENVIRONMENT WHERE NEW OFFICIALS ARE LEARNING THE APPLICATION OF THE RULES.**

Please note:

- Incidental contact may happen, but body checking is not permitted.
- There is no centre (red) line, and therefore no icing.
- There are no blue lines in play, therefore there are no offsides.

# PENALTIES (NOVICE ONLY) CONT.

Minor penalties are noted by the official raising their arm to indicate a penalty will be assessed and the penalty signal will be made. At the end of the shift, the official notifies the coach about the infraction and the number of the offending player.

- If the offending team controls the puck after the infraction, the official blows the whistle and calls for a change of possession and the non-offending team is given room to play the puck (3-metre cushion).
- If the non-offending team has the puck, the penalty is placed on delay with the official raising their arm and when the offending team touches the puck the official will blow the whistle and make the penalty signal.
- The offending player who received the penalty is required to sit out their next shift, but the team will play even strength (4 on 4).

Should an infraction occur that would normally require a player to be ejected from the game (e.g. Game Misconduct, Match Penalty or Gross Misconduct), then the player will be removed from the remainder of that game and the official will be required to fill out an official's report documenting the incident.

# FAQ

01

## **ARE TEAMS PERMITTED TO IDENTIFY A FULL-TIME GOALTENDER?**

All players should have an opportunity to play goal and all players should rotate through the goalie position throughout the season. The Hockey Canada Long Term Player Development philosophy encourages a wide range of skill development at a young age and focusing on a single position will limit a child's opportunity to practice skills in all areas.

02

## **IS THERE A NEED TO DRAW A CREASE IN FOR THE NET SITUATED IN THE NEUTRAL ZONE?**

No. Each net should be placed just inside the centre circle which will provide a small marking to aid the goaltender with positioning in front of the net. The centre circle line will be used as the goal line for the neutral zone net.

03

## **WHAT ARE THE DIMENSIONS OF A HALF-ICE HOCKEY GAME?**

The average dimensions of a regular ice surface in Canada are 200 feet by 85 feet. The half-ice playing surface can be a maximum of 100' by 85' if the dividers are placed at the centre red line. In a study conducted by Hockey Alberta, the half-ice playing surface illustrated the same stride distance for a child as relative to the full sheet of ice for an adult.

04

## **IS IT A REQUIREMENT TO USE A BLUE PUCK AND WHAT ARE THE ADVANTAGES?**

It is a recommendation to use a Blue Puck for all Intro to Hockey programming. The regulation Black Puck weighs 6 ounces. The Blue Puck weighs 4 ounces. Scaling down all aspects of practice and game play for players 8 and under is very beneficial. The blue puck is an appropriate weight in relation to the height and weight of these young players. Use of the Blue puck will promote proper mechanics in shooting, passing, and carrying the puck.

05

## **HOW DOES THE OFFICIAL OR COACH KEEP THE GAME GOING WHEN A PUCK GOES OUT OF PLAY?**

Officials and Coaches are encouraged to keep additional pucks in their pockets for when a puck is shot out of play. The official will provide a new puck to the non-offending team and play will resume.

# 3 SECTION

# COACH DEVELOPMENT

Coaches hold the key to a child's experience in the game of hockey and this responsibility should not be taken lightly. Hockey Alberta has taken measures to ensure coaches are educated and prepared for the challenge of being an Intro to Hockey coach. Associations may choose to strengthen these requirements as these are the minimums.



INTRO TO HOCKEY	COACH 1 INTRO TO COACH	RESPECT IN SPORT ACTIVITY LEADER	HOCKEY CANADA SAFETY PROGRAM
INITIATION & NOVICE	1 Team Official per 10 Players	All Team Officials	1 Team Official per 10 Players

# NCCP COACH INTRO TO COACH

The NCCP Community Coach Stream course is the first level of the National Coaching Certification Program (NCCP). This Community Coach Stream course follows the competency-based education and training method of learning and is completed in two parts:

1. Online: Hockey University Coach 1/2 Module (approx. 4 hours)
2. In-person: Coach 1 Clinic (approx. 4 hours classroom & 1.5 hours on-ice)

The NCCP Coach Level emphasizes basic skills and the importance of having players develop confidence, self-esteem and a love for the game. Completion is based on 100% completion of the Hockey University – ONLINE Coach 1/2 and 100% attendance at the in-person Coach 1 clinic.

**AT THE CONCLUSION OF BOTH THE ONLINE  
AND IN-PERSON CLINIC, THE COACH WILL BE  
LISTED AS 'TRAINED'.**

## RESPECT IN SPORT ACTIVITY LEADER

The Respect in Sport Activity Leader/Coach Program educates coaches and activity leaders to recognize, understand and respond to issues of bullying, abuse, harassment and discrimination. It may be the single most important training leaders receive to assist in creating a safe, healthy and respectful environment for all participants.







# HOCKEY CANADA SAFETY PROGRAM

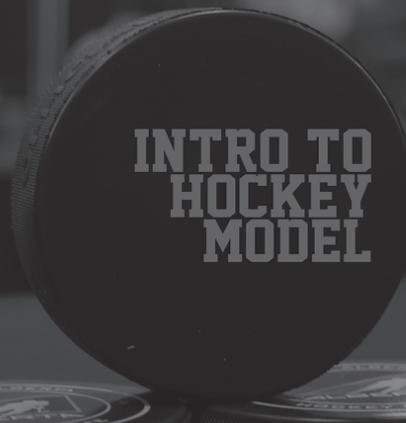
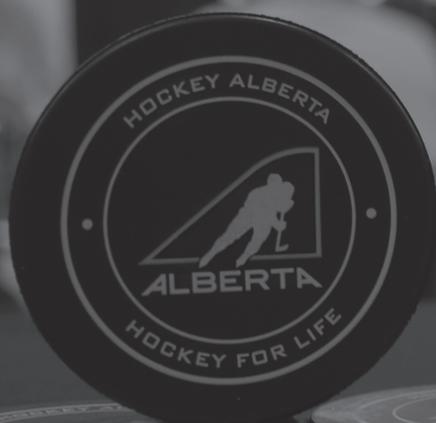
This program is a great introduction to team safety, injury recognition and important information for anyone who wishes to be a team Safety Person.

From the Fair Play Code and Code of Ethics, to Safety at the Rink, Injury Management and the Emergency Action Plan, this program gives you the information and confidence needed to be the go-to-person on your team for health, wellness, injury recognition, safe and proper recovery and return to play procedures.

## ADDITIONAL SUPPORT

Associations are encouraged to create a mentorship/support system for coaches to share ideas and best practices as well as provide guidance in practice delivery.

Hockey Alberta also offers other educational opportunities for associations for their Intro to Hockey coaches.



# 4 OFFICIALS DEVELOPMENT

## NOVICE ONLY

This is a valuable opportunity for newer officials to put on their uniform, get on the ice in live action and learn some basic aspects of being an official in a positive and less formal atmosphere.



Basic skills include:

- DROPPING PUCKS
- SKATING SKILLS
- FOUNDATIONAL POSITIONING
- SPATIAL AWARENESS
- ESTABLISHING GOOD SIGHTLINES
- MAKING DECISIONS SUCH AS GOALS AND MINOR INFRACTIONS

Officials can apply newly acquired information they received in their clinic in a game environment. This format also provides an excellent opportunity for senior officials to mentor newcomers by shadowing them on the ice or evaluating them from the stands. The ability to mentor officials at ice level in this structure provides instantaneous feedback and assists in preparing these officials for full ice games in a two (2) or three (3) official system.

**HAVING AN OFFICIAL ON THE ICE FOR THE NOVICE HALF-ICE GAMES PROVIDES PLAYERS WITH A PROGRESSION FROM COACHES ON THE ICE AT THE INITIATION LEVEL.**



# OFFICIALS' RATES

Hockey Alberta will use a one (1) official system for the Intro to Hockey novice model. This is not an official Hockey Canada Officiating Program (HCOP) system, so this section provides an outline to assist local officiating programs with integrating officials into this developmental stage of the game.

## NOVICE OFFICIATING RATES BASED ON:

### TWO (2) HALF ICE GAME MODEL

Two (2) officials - One (1) official per side - \$20 per official game fee

### ONE (1) HALF ICE GAME MODEL

One (1) official - \$20 per official game fee

# FAQ

01

## DO THE OFFICIALS IN NOVICE HAVE TO WEAR THE FULL OFFICIATING UNIFORM?

If officials are working games in the Novice Half Ice Model, all officials on the ice need to wear the minimum of an officiating jersey with Hockey Alberta crest, black pants and a black CSA approved helmet with a CSA approved half visor.

02

## DO THE ON-ICE SHADOWS/MENTORS FOR NOVICE HAVE TO WEAR AN OFFICIATING UNIFORM?

No. In situations where an on-ice shadow/mentor is on the ice supporting the official it is appropriate for them to wear a tracksuit; however, they still must wear a black CSA approved helmet with CSA approved half visor.



# SEASONAL STRUCTURE

## DEVELOPMENT MODEL VS COMPETITION MODEL

Associations are encouraged to ensure that they are implementing the Intro to Hockey model with a development focus as opposed to a competition focus.

Grouping of players is important for game play, and like-minded skill players should be placed together. However, this should not be at the expense of delivering a truly developmental program. Development needs to be the primary focus of the Intro to Hockey model.



DEVELOPMENT MODEL FOCUS	COMPETITION MODEL FOCUS
Age Appropriate	Winning
Ideal Seasonal Structure	Number of Games
Practice Format	Individual Success and Awards
Skill Acquisition	Comparing of Players
Coach Education and Support	Position and Sport Specialization
Parent Education	Systems and Strategy
Creating Meaningful Competition	Increased Travel



As coaches navigate through the Intro to Hockey model, priorities have been identified to simplify what is being worked on and in what format. Focusing on the five areas under each format will ensure players are receiving an age-appropriate start to reaching their potential as a player.

STATIONS	SMALL AREA GAMES	CROSS-ICE/ HALF-ICE
Fun and Enjoyment	Fun and Enjoyment	Fun and Enjoyment
Skill Acquisition	Puck Protection	Application of Skills
Error Detection/ Correction	Transition	Play in Traffic
Maximize Activity	Support	Battle/Compete
Build Confidence	Decision Making Skills	Tactics

# SEASONAL STRUCTURE

**THE SEASONAL STRUCTURE CAN TAKE MANY FORMS AND THERE IS FLEXIBILITY FOR TIMELINES, AS SEASON START DATES VARY BY ASSOCIATION. THE NUMBER OF GAMES AND PRACTICES ARE RECOMMENDATIONS BASED ON THE LONG-TERM PLAYER DEVELOPMENT**

## 1. EVALUATION PHASE

- i. No evaluation skates prior to or during the first week of school.
- ii. Must provide a minimum of 4 skates before evaluations begin.
- iii. Must provide a minimum of 3 evaluation skates before grouping of players.

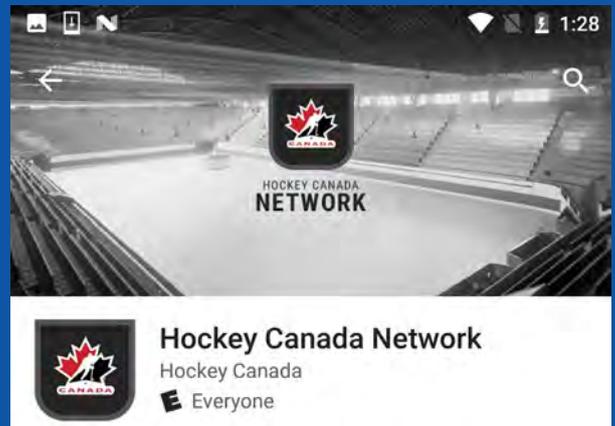
## 2. DEVELOPMENT PHASE

During the development phase, coaches should be focused on skill development. Coaches should focus on developing fundamental movement skills like striding, turning, and stopping, manipulation skills like shooting, passing, puck control and the very important motor skills of agility, balance, coordination.

# SEASONAL STRUCTURE CONT.

## 3. REGULAR SEASON PHASE

The regular season phase represents the bulk of the seasonal structure. It is important that coaches continue to focus on skill development during practice sessions. Hockey Canada has developed resources to support coaches in their efforts to deliver practice plans. The Hockey Canada Network and the Drill Hub can be found at [www.hockeyalberta.ca](http://www.hockeyalberta.ca).



INTRO TO HOCKEY SEASONAL STRUCTURE		
Months	September - October	November - March
Phase	Development	Regular
Approx. Dates	Sept. 15 - Oct. 31	Nov. 1 - Mar. 22
Ice Sessions (Maximum)	Development Season	Regular Season
26 weeks	6 Weeks	20 Weeks
50 Practices	12 Practices	38 Practices
25-30 Games (including Jamborees)	2 Games	23-28 Games
3 Jamborees/ Festivals	0 Jamborees/ Festivals	3 Jamborees/ Festivals
Seasonal Practice to Game Ratio	2:1	
Recommended Ice Session Times	Weekdays, no earlier than 5pm Weekends, no earlier than 8am	
ENSURE ADEQUATE SLEEP OF 10-13 HOURS/NIGHT AND 30-MINUTE NAP BETWEEN 2-4PM. ESTABLISH PRE-BEDTIME ROUTINE, REDUCE OR ELIMINATE SCREEN TIME AND ESTABLISH PREDICTABLE MEAL TIMES FOR YOUNG PLAYERS AGED 5-8 YEARS OLD		





# GROUPING OF PLAYERS

It is recommended that Intro to Hockey participants be split into single year age groups, however two-year age groups are acceptable.

Minor Hockey Associations can choose how many players are on a team. The game play format is 4 vs 4 and the ideal number of players on a team in the Two Team Two Game model is up to 18 with each half ice team comprised of 8 skaters and 1 goaltender.

With the added flexibility associations can become creative in grouping of players for practices and games. Registering players as a program enables associations to move players around as needed to ensure meaningful practice and competition during games. When grouping, the social, emotional, mental and psychological development of the participants must be considered rather than just the physical abilities.

DIVISION NAME	AGE AS OF DEC 31	DIVISION NAME	AGE AS OF DEC. 31
Minor Initiation	5-year olds	Minor Novice	7-year olds
Major Initiation	6-year olds	Major Novice	8-year olds
Combined Initiation	5- and 6-year olds	Combined Novice	7- and 8-year olds

Based on Hockey Canada's player development model, Intro to Hockey coaches are to utilize the following percentages of time when delivering practices.

## INITIATION

85 % - Technical Skills  
15 % - Individual Tactics  
0 % - Team Tactics  
0 % - Team Play Systems  
0 % - Strategy

## NOVICE

75 % - Technical Skills  
15 % - Individual Tactics  
10 % - Team Tactics  
0 % - Team Play Systems  
0 % - Strategy

01

**TECHNICAL SKILL:** fundamental skills that are required to play the game - skating, shooting, passing

02

**INDIVIDUAL TACTIC:** action by one player using one or a combination of technical skills to create an advantage or take away the advantage of an opponent (1 on 1)

03

**TEAM TACTIC:** collective action of two or more players using technical skills and/or individual tactics to create an advantage or take away the advantage of an opponent (3 on 2)

04

**TEAM PLAY SYSTEM:** a pattern of play in which the movement of all players is integrated in a coordinated fashion to accomplish an offensive or defensive objective. (2-1-2 forecheck)

05

**STRATEGY:** the selection of team play systems in order to impose upon the opposition, the style of play and tactics which will build on the coach's, team strengths and neutralize those of the opponent while at the same time taking advantage of the opponent's weaknesses.



# PLAYER DEVELOPMENT PYRAMID



## PRACTICE ENVIRONMENT

Full Ice Practice: 2-4 teams on ice	Half Ice Practice: 1-2 teams on ice
<b>PRACTICE FORMAT</b>	
<b>ENERGIZER DRILL</b>	Engage players through a fun game or unstructured drill to start.
<b>3-5 STATION SETUP</b>	Focus on technical skill development by utilizing circuits and continuous drills
<b>FINSHER DRILL</b>	Fun small area game, relay race or high energy activity to finish.

When splitting up players for station work in practices separate based on skill so all players can be challenged by enabling coaches to progress and regress drills as needed based on the skill set of each station group.



# FAQ

01

## **WHAT ARE THE ADVANTAGES OF PRACTICING IN SMALL AREAS AND PLAYING HALF-ICE GAMES?**

Small spaces equate to being more engaged in the play and activity for young players. Through small area station-based practices and half ice games, players are closer to the play and have much more opportunity to be engaged in the game. Regardless of the skill level or the ability of each player, opportunities to be engaged in the play double when the playing area is smaller. NHL Analytics research illustrated that all skill areas of the game improved substantially when players played in small spaces more suited to their age and skill level.

02

## **HOW WILL PLAYER DEVELOPMENT BE AFFECTED IF THERE ARE NO OFFSIDES OR ICINGS CALLED?**

The game play model is a 4 vs 4 model on half ice. Learning offside and icing will come in time, but the primary focus of age-appropriate training and programming needs to be on skill development in the areas of skating, puck control, pass receiving and shooting. Concepts like offside, icing, positional play and face-offs (which are mental skills) can be introduced when players move to the full ice game play model in the transition to Atom hockey.

03

## **SHOULD PLAYERS AND/OR TEAMS BE TIERED?**

Grouping of players of like ability can be a very important principle for setting up young players for success and enjoyment. The focus of the Intro to Hockey model is player development. It is important in both station-based practices and in half-ice game play that players be grouped by similar ability levels when possible or necessary. It is recommended that prior to the start of the half-ice game(s) coaches of opposing teams may wish to discuss possible line combinations to ensure that the skill level of the players on the ice is similar which will allow more puck touches and fun for all the players participating.

## 04

### WHAT GUIDELINES SHOULD BE FOLLOWED WHEN STORING AND SETTING UP EQUIPMENT AT COMMUNITY ARENAS?

Each facility in Alberta is unique and will have its own Standard Operating Procedures when it comes to the storage, the set-up, and the take down of the portable board system or the foam divider system. In many cases, municipalities have developed these procedures to apply to all arenas within their jurisdiction.

It will be important to work with the facility's management to ensure that proper protocols are being followed. This will maximize efficiency, ensure safe practices for all, and promote a harmonious relationship between the arena staff and members of the local minor hockey association.

Hockey Canada's liability insurance covers all involved if they are performing a function for the Minor Hockey Association. This includes coaches and parents who may be setting up and taking down the board system. Hockey Alberta recommends these individuals wear helmets and skates when doing so. Associations should hold a training session for coaches and parents to educate for safety and efficiencies in setting up, moving for floods and taking down the boards.

## 05

### WHERE CAN PORTABLE BOARDS OR FOAM BARRIERS BE PURCHASED?

There are numerous suppliers for portable boards, foam barriers, and small nets. It is advisable to check local sources to ensure best pricing on the shipping of product. On a national level, two suppliers handle large volume orders for these products.

OmniSport Inc  
14 Boulder Blvd.  
Stony Plain, AB T7Z 1V7  
Phone: 780-968-2344  
<http://www.omnisport.ca>

Athletica Sport Systems Inc.  
554 Parkside Drive  
Waterloo, ON N2L 5Z4  
Phone: 1-877-778-5911  
<http://athletica.com>



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