



Canadian Player Pathway

PEEWEE



2018 - 19

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How a player gets that first experience of hockey is crucial.

If a beginner has fun while developing the fundamental skills and building confidence in their ability to perform those fundamental skills, there is a strong probability that player will go on to enjoy hockey for many years.

INTRODUCTION

LEAD, DEVELOP AND PROMOTE POSITIVE HOCKEY
EXPERIENCES

Hockey is Canada and Canada is hockey.



TOM RENNEY
President & Chief
Executive
Officer, Hockey
Canada

Whoever said those words took the pulse of a nation that has had a long and storied love affair with hockey

Let's face it – hockey is a touchstone of Canadian life. It is Canada's national theatre and it is the chatter of the country. Hockey is more than a sport for Canadians, it is a part of the country's heart and soul.



VISION: WORLD SPORTS LEADERS



PEEWEE PATHWAY

WHAT IS THE **PEEWEE** PATHWAY?

- ❖ The Pee wee Pathway is a progressive, learn to play teaching curriculum. This pathway is an important transition as players get ready for the emerging high performance pathway of Bantam
- ❖ Consists of four phases of instruction, designed for recreational and competitive level players
- ❖ **Introduces, develops and refines** the skills of skating, passing, puck control and shooting in a progressive one step at a time manner

The main goal is to offer programming that meets the needs of the players who want to play the game for fun as well those that have their sights on the competitive / high performance pathway.

WHAT IS THE **PEEWEE** PATHWAY?

Continued developing of fundamental movement skills (skating, turning, acceleration), manipulation skills (shooting, puck control) and refining overall motor skills (balance, coordination, agility) in a fun and safe environment that promotes self-confidence within a team dynamic



THE OBJECTIVES OF THE PROGRAM

- ❖ Continue to grow their impression of hockey a positive one for players and parents. FUN!
- ❖ Play/Games exist to promote the benefits of competition, developing hockey sense and team dynamics
- ❖ Some streaming of the players –goal is to have players working with players of like skills to develop confidence and self esteem

SEASONAL STRUCTURE

IDEAL HOCKEY SEASON: Refers to an optimal seasonal structure – this is a guideline and is subject to a range of minor differences regarding suggested numbers.

PREP / TRYOUT PHASE: Refers to the period of time prior to the season starting – typically when prep camps and / or tryouts are held.

DEVELOPMENT PHASE: Refers to the period of time following tryouts or evaluation prior to the regular season starting.

REGULAR SEASON PHASE: Refers to the period of time from first regular season game to the start of playoffs or Provincial / Branch Championships.

PLAYOFF PHASE: Refers to the period of time from the end of the regular season through to the end of Playoffs.

OFF SEASON: Refers to the period of time from the end of the playoff season to the start of the next Prep or Tryout season.

COMMUNITY (recreational)

DEVELOPMENT PHASE

4 WEEKS 8 PRACTICES 2 EXHIBITION GAMES

REGULAR SEASON PHASE

24 WEEKS 24 PRACTICES 18 GAMES

PLAYOFFS

Mar 15 – 30 Playoff Tournaments
March 31 end of season

TOURNAMENTS

3 tournaments
12 games

TOTAL PRACTICES: 30 - 35 | TOTAL GAMES: 25 - 35

CONSIDERATIONS:

- Prep Camp: 2 Weeks 8 – 10 sessions
1 60 minute session per day
- Tryouts: 5 skates then evaluate
2 practices / 3 Inter-squad games
- Full time goalies – Backup goalie in recreational levels plays out
- Rotate all players through all positions – Begin position specific specialization
- Multiple station work
- Skill Based Practices
- Small Area Games in practice
- Tournament style playoffs vs rounds

DEVELOPMENTAL (competitive)

DEVELOPMENT PHASE

4 WEEKS 12 PRACTICES 4 EXHIBITION GAMES

REGULAR SEASON PHASE

24 WEEKS 48 PRACTICES 24 GAMES

PLAYOFFS

April 1 – 15 Playoff Tournaments
April 16 end of season

TOURNAMENTS

4 tournaments
16 games

TOTAL PRACTICES: 55 - 60 | TOTAL GAMES: 45 - 50

CONSIDERATIONS:

- Prep Camp: 2 Weeks 8 – 10 sessions
1 60 minute session per day
- Tryouts: 5 skates then evaluate
2 practices / 3 Inter-squad games
- Full time goalies – Backup goalie in recreational levels plays out
- Rotate all players through all positions – Begin position specific specialization
- Multiple station work
- Skill Based Practices
- Small Area Games in practice
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PEEWEE: AGE 11-12

SEASONAL STRUCTURE

PLAYER DEVELOPMENT PYRAMID



The Pee wee program recommends 45% technical skills, 25% individual tactics, 10% team tactics, 10% team play, and 10% strategy.





SEASONAL STRUCTURE

SEPTEMBER

-Technical Skills - Introduce

Skating
- Agility
- Balance
- Coordination

Puck Control
-Stationary & Moving

Passing
--Stationary

Fun Games

OCTOBER

-Technical Skills - Develop

Skating
- Agility
- Balance
- Coordination

Puck Control
- Stationary & Moving

Passing
-Stationary

Fun Games

NOVEMBER

-Technical Skills - Develop

Skating
- Agility
- Quickness
- Speed

Puck Control
- Moving
- Dekes

Passing
- Moving

Fun Games

DECEMBER

Technical Skills – Develop / Refine

Skating
- Agility
- Quickness
- Speed

Puck Control
- Moving
- Dekes

Passing
- Stationary
-Moving

Fun Games

Relays

Competitive Drills

JANUARY

Individual Tactics - Introduce

1 on 1's

Give and Go's

Refine Technical Skills
Skating
- Agility
- Quickness
- Speed

Puck Control
- Moving
- Dekes

Passing
- Stationary / Moving

Competitive Drills

SEPTEMBER / OCTOBER

-Prep Phase – 2 Weeks – 8 – 10 sessions – (1 - 60 minute session per day)

-Tryouts / Evaluations / Team Selection – (Minimum 5 skates then evaluate) – Minimum 3 practices / 2 Inter-squad games

SEASONAL STRUCTURE

FEBRUARY

Individual Tactics - Develop

1 on 1's

Give and Go's

Positioning

Breakouts

Technical Skills – Refine

Skating
- Quickness
- Speed

Puck Control
- Stationary/ Moving
- Deks

Passing
- Stationary / Moving

MARCH

Technical Skills - Refine

Skating
- Quickness
- Speed

Puck Control
- Stationary/ Moving
- Deks

Passing
- Stationary / Moving

Individual Tactics -Develop

1 on 1's

Give and Go's

Positioning

Breakouts

APRIL

Tournaments

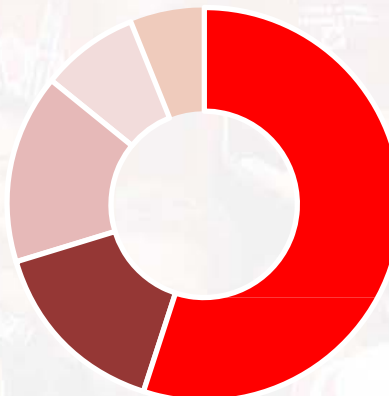
MAY / JUNE / JULY / AUGUST

Off season

Spring Skill (No Games) Multisport Activities

FUN!!!

SEASONAL STRUCTURE BREAKDOWN CHART



25% - Introducing Technical Skills

35% - Developing Technical Skills

20% - Refining Technical Skills

15% - Introducing Individual Tactics

5% - Developing Individual Tactics



PEEWEE PATHWAY

INSTRUCTORS / COACHES

PEEWEE Coaching Pathway

- Hockey University – On-line Module
- Coach 2 – Coach 2 in Class and On Ice Clinic (for recreational level coaches)
- Development 1 in Class and On Ice Clinic (for highest level of

PATHWAY FOR COACH 2 - COACH LEVEL



CERTIFICATION IS NOT REQUIRED AT COACH 2 AND A COACH CAN STAY "TRAINED" INDEFINITELY.

Continuing Education Opportunities - NCCP Instructional Stream

- Skating Clinic
- Skills Clinic
- Developing Defencemen Clinic
- Small Area Games Clinic
- Goaltending Clinic

INSTRUCTORS / COACHES

All Head Coaches, that coach teams in Pee wee or above teams at competitive levels, as determined by the Branch, must be Development 1 “Certified” (other than those requiring High Performance 1). It is recommended that all assistant coaches have Development 1 “Trained” status. This took effect for the 2015 / 16 season.

COMPETITION INTRODUCTION STREAM: DEVELOPMENT 1

PATHWAYS FOR DEVELOPMENT 1			
PATHWAY	TRAINED	CERTIFIED	CERTIFICATION MAINTENANCE
PRE - 2009	ALL COACHES IN THIS PATHWAY HAVE LEGACY DEVELOPMENT 1 CERTIFIED STATUS		PRIOR TO JAN 1, 2021 ALL COACHES WITHIN THIS PATHWAY MUST COMPLETE THE MED COMPETITION INTRODUCTION TRAINING AND ONLINE EVALUATION (5 PD POINTS FOR COMPLETION OF TRAINING AND ONLINE EVALUATION) +15 MORE PROFESSIONAL DEVELOPMENT POINTS TO MAINTAIN CERTIFIED STATUS
JAN 1, 2009 - JUNE 30, 2014	ALL COACHES IN THIS PATHWAY WILL BE DEVELOPMENT 1 CERTIFIED		PRIOR TO JAN 1, 2021 ALL COACHES WITHIN THESE PATHWAYS MUST COMPLETE THE MED COMPETITION INTRODUCTION ONLINE EVALUATION +20 POINTS TO MAINTAIN CERTIFIED STATUS
JULY 1, 2014 - PRESENT	CLINIC ATTENDANCE EMERGENCY ACTION PLAN	WRITTEN EVALUATION (WORKBOOK) FIELD EVALUATION (PRACTICE) MED COMPETITION - INTRODUCTION	20 PROFESSIONAL DEVELOPMENT POINTS

PEEWEE SKILLS

LTPD STAGE – Learn to Train

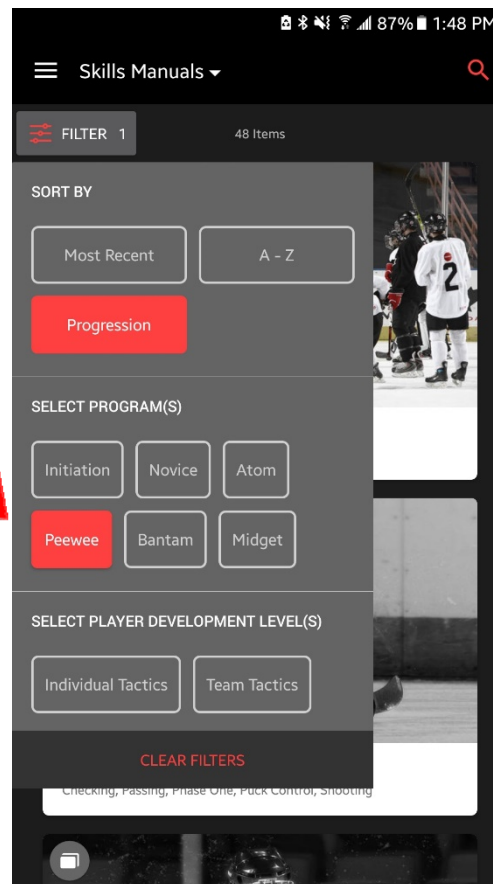
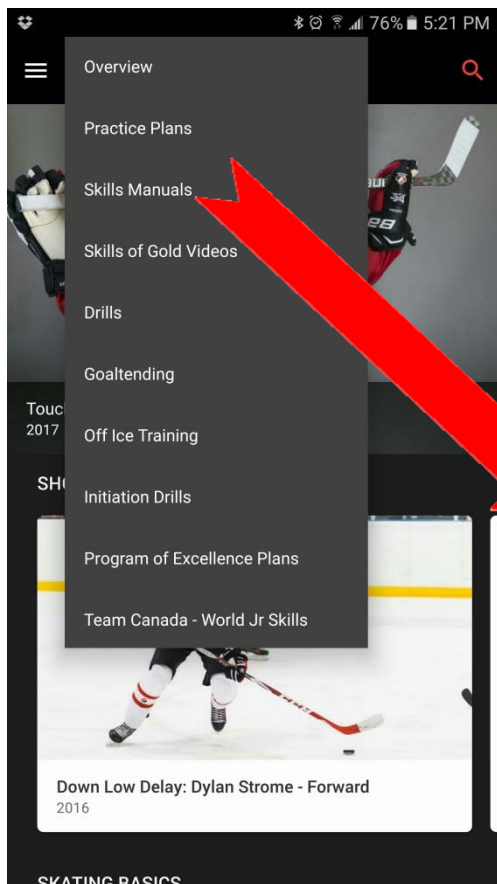
Balance and Agility	Edge Control	Starting and Stopping	Forward Skating and Striding	Backward Skating	Turning and Crossovers
<ul style="list-style-type: none"> All Skating Skills from Initiation, novice and atom Fwd / Bwd Scissor Skate Lateral Crossovers C-cuts toe on puck 	<ul style="list-style-type: none"> Figure 8's – forward – inside & outside edge Figure 8's – backward – inside & outside edge Heel to Heel (Mohawk) 1 leg weaving – fwd / bwd 	<ul style="list-style-type: none"> Front v-start Crossover start Backward c-cut start One-leg bwd stop Two-leg bwd stop 	<ul style="list-style-type: none"> Forward striding Linear crossovers Acceleration Quick Feet Evasive skating 	<ul style="list-style-type: none"> C-cuts – left foot / right foot Backward Striding 1 Crossover / Reach 	<ul style="list-style-type: none"> Glide turns / Tight turns C-cuts – around circle – outside foot – forward & backward Crossovers – forward & backward Pivots – bwd to fwd & fwd to bwd Pivots – open & reverse
Stationary Puck Control	Moving Puck Control	Stationary Passing and Receiving	Moving Passing and Receiving	Shooting	Individual Offensive Tactics
<ul style="list-style-type: none"> Narrow Wide Side – front – side Toe drag – side/front Attack Triangle Quick hands Range of motion 	<ul style="list-style-type: none"> Narrow / Wide Open ice carry – forehand & backhand Weaving with puck Toe drag – front & side Attack the Triangle Quick hands Range of Motion 	<ul style="list-style-type: none"> Stationary forehand pass Stationary backhand pass Forehand saucer pass Backhand saucer pass 	<ul style="list-style-type: none"> Moving forehand pass Moving backhand pass Moving fhd saucer pass Pass and Follow Cross and Drop 	<ul style="list-style-type: none"> Forehand - wrist shot Backhand - shot Forehand / backhand shots in motion Forehand - flip shot Backhand - flip shot Tips / Deflections Snap / Slap shot 	<ul style="list-style-type: none"> Body fakes / shot fakes Stick fakes / fake pass Dekes Moves in Combination Net Drives Change of pace Puck protection Control skating Saving ice
Individual Defensive Tactics	Team Play				
<ul style="list-style-type: none"> Angling Basic 1 on 1's Gap control Escape moves Puck retrievals Tracking 	<ul style="list-style-type: none"> Basic Positioning – D Zone Basic Breakouts Regroups Entries Forechecks 				

RESOURCES



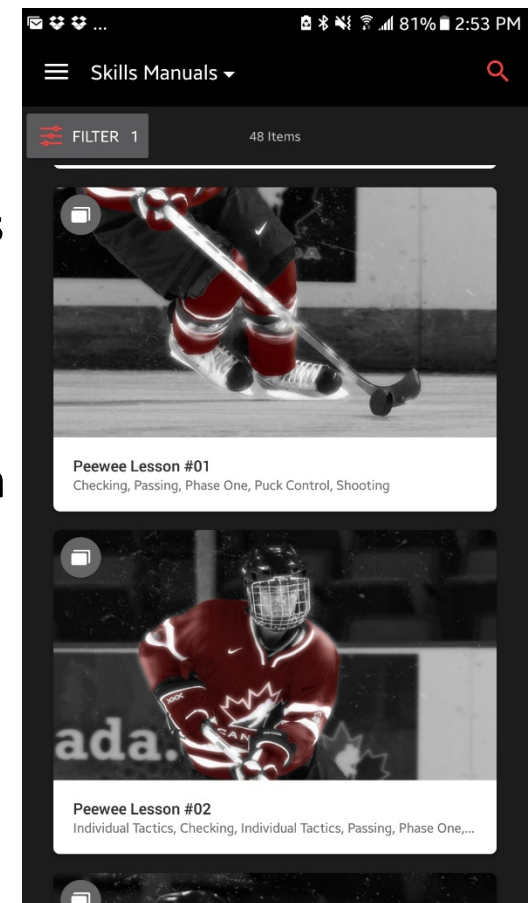
RESOURCES

Skill Development – Skills Manuals



The Hockey Canada Skills Development Peewee Manual is broken up into 32 separate practice plans. Each individual drill can also be accessed.

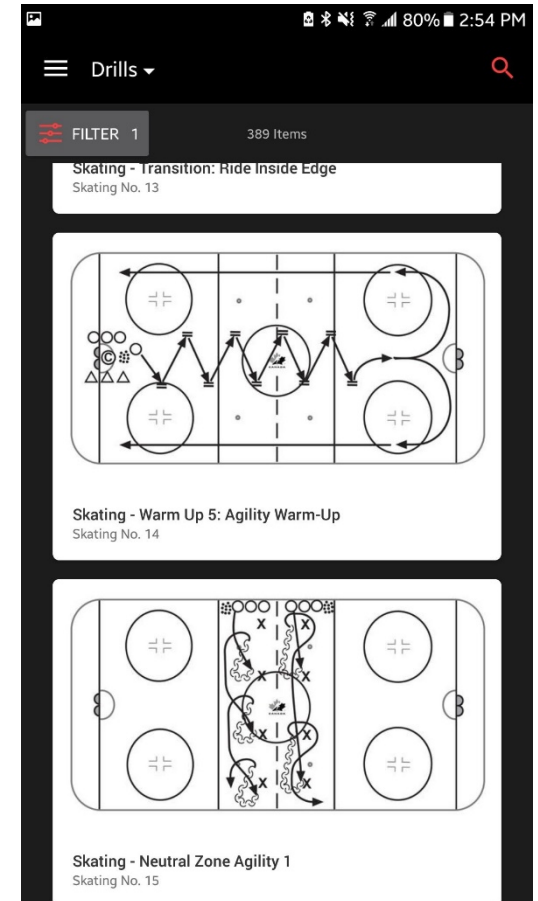
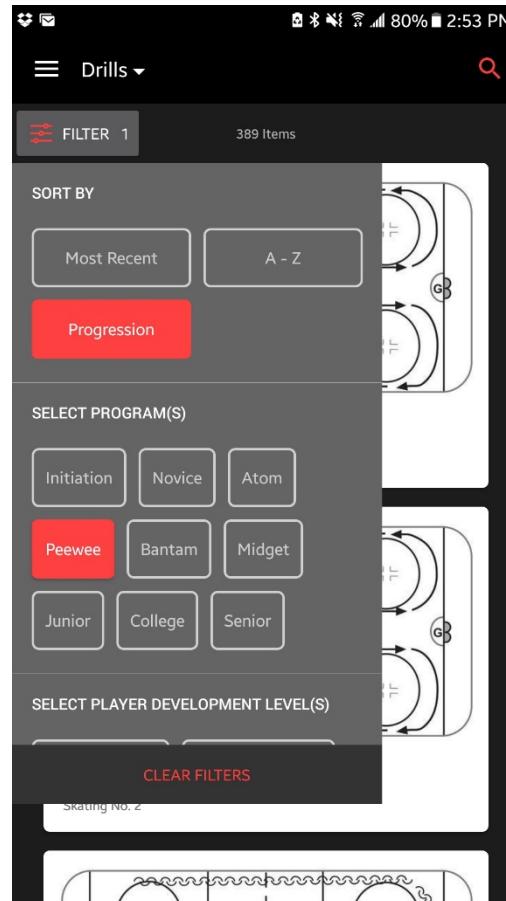
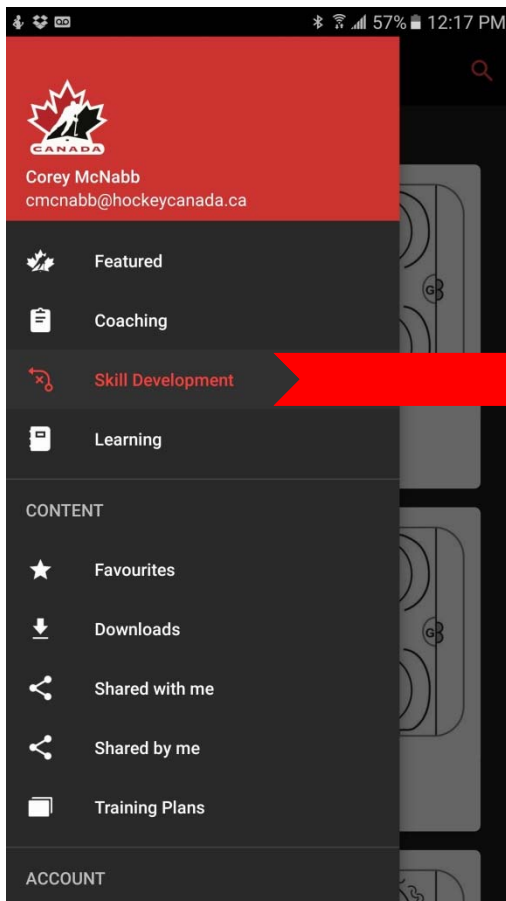
Favorite, download and share an entire practice plan or individual drill



RESOURCES



Skill Development – Peewee Skills



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