

# Canadian Player Pathway



2020 - 21

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How a player experiences hockey is crucial.

If a player continues to have 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



**TOM RENNEY**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

### Hockey is Canada and Canada is 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.



### <u>VISION:</u> WORLD SPORTS LEADERS



### WHAT IS THE U13 PATHWAY?

- The U13 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 U15
- 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 U13 PATHWAY?

Continued development 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 as 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



**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. No tryouts are allowed during the off season

#### COMMUNITY

#### DEVELOPMENT PHASE

Up To

4
WEEKS PI

8 2
PRACTICES EXHIBITION GAMES

REGULAR SEASON PHASE

Up To Up To 24 24 18 GAMES

(recreational)

PLAYOFF PHASE Up to 4 Weeks Tournament Style

TOURNAMENTS

3 tournaments 12 games

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

#### REQUIREMENTS:

- No tryouts / evaluations prior to or during the first week of school
- Must provide a minimum of 4 skates before formal tryouts
- Tryouts must be minimum 3 sessions
   (1 skills session / 1 small area games session / 1 formal game)
- · Tournament style playoffs no rounds
- · Fair / equal ice time

#### **RECOMMENDATIONS:**

- Full time goaltenders Goalie not playing in games plays out
- Rotate all players through all positions – begin position specific at half way point of season
- · Small Area Games in Practice
- · Skill/Stationbased practices

# 13: AGE 11-12

### DEVELOPMENT REGULAR SEASON PLAYOFF PHASE

PHASE

#### DEVELOPMENT PHASE

Up To Up To

4 12 6
WEEKS PRACTICES EXHIBITION

Up To Up To 24 48 24 WEEKS PRACTICES GAMES

PLAYOFF PHASE Up to 4 Weeks Tournament Style TOURNAMENTS

4 tournaments 16 games

TOTAL PRACTICES: 55 - 65 | TOTAL GAMES: 45 - 50

#### REQUIREMENTS:

- No tryouts / evaluations prior to or during the first week of school
- Must provide a minimum of 4 skates before formal tryouts
- Tryouts must be minimum 5 sessions
   (2 skills session / 1 small area games session / 2 formal games)
- · Tournament style playoffs no rounds
- Fair / equal ice time

#### RECOMMENDATIONS:

- Full time goaltenders
- Rotate all players through all positions begin position specific at half way point of season
- · Small Area Games in Practice
- · Skill/Station based practices



#### Requirements

Prep / Tryout Phase: Refers to the period of time prior to the season starting – typically when prep camps and / or tryouts are held

- 1) No tryouts / evaluations prior to or during the first week of school
  - -No tryouts during Off Season Phase (Previous season including March through August)
  - -No tryouts during the first week of school where school starts the week after labor day
  - -Where school starts prior to labor day, there must be 4 skates / practices starting the week following labor day before tryouts commence
- 2) Must have a minimum of 4 practices / skill sessions prior to formal evaluations starting (can occur during first week of school)
- 3) Must have a minimum of 3 formal tryout / evaluation sessions for Community (Recommended 1 skills session, 1 small area games session, 1 formal game) 5 formal tryout / evaluation sessions for for Developmental (Recommended 2 skills sessions, 1 small area games session, 2 formal games)

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

4) Must have a period of development time following team selection and prior to the start of the regular season

Playoff Phase: Refers to the period of time from the end of the regular season through to the end of playoffs

5) Must be tournament style playoffs versus elimination rounds



#### Rationale

#### 1) No tryouts / evaluations prior to or during the first week of school

- -Give MHA's and parents back the summer season does not need to start that early only to be finished in February (Start later / End later)
- -Start of school year is stressful enough for players, they do not need to have hockey tryouts start the same time
- -Give MHA's a chance to get organized and begin planning

#### 2) Must have minimum of 4 practices / skill sessions prior to formal evaluations starting

- -A players first experience with hockey should not be a formal tryout give all players the chance to get back on the ice in a more "player friendly "scenario
- -Helps to level the playing field as not all kids have a chance to go to hockey schools or prep camps
- -Give an MHA a chance to run their own prep camp instead of members spending money outside the association

### 3) Tryouts must be minimum of 3 (Community) / 5 (Developmental) formal tryout / evaluation sessions – Recommended – 1-2 skills sessions, 1 small area games session, 1-2 formal game

- -Players need a fair chance to evaluate a standard process will show transparency and consistency
- -Will provide coaches with the basis of a development plan based on a solid and quantifiable evaluation.

#### 4) Must have a period of development time following team selection and prior to the start of the regular season

- -Very important to give coaches the chance to develop and improve their players skills prior to getting into organized games
- -Skills before tactics, tactics before systems
- -Eliminate or reduce pressure to try and win right away

#### 5) Must be tournament style playoffs versus elimination rounds

- -Give all teams the chance to play to same end point.
- -All players deserve the same chance to play to the end of the year
- -More teams / more players playing longer into the season
- -Allows more rest and recovery within the season and the regular season schedule can be spread out
- -Greater opportunity for more players to participate in different activities



#### **Considerations**

#### **General Development**

- -Season should allow for 2 seasonal breaks (not including Christmas / long weekends Seasonal Break would be considered minimum 5 days without a scheduled game or practice)
- -Recommended maximum of 50 games per year (including exhibition / league / tournaments and playoffs)
- -Recommended length of game is a 60 or 75 minute ice time
- -Small Area Games in practice / Station based practices / Skill focused drills

#### **Tryouts / Evaluations**

- -Players may tryout based on a specific position should be encouraged to play both F and D
- -Players should be selected for teams based on their skill, not positional preference ie teams should be selected based on the top X number of players and not based on position specific player preferences

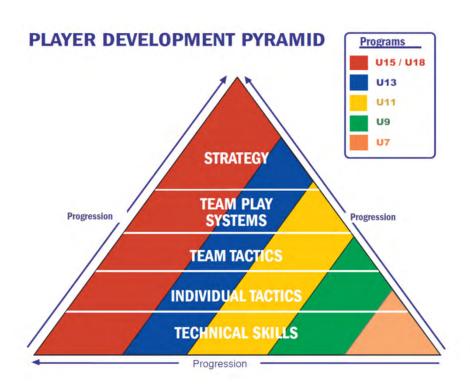
#### Ice Time

- -Fair / equal ice time (goalies should rotate for equal number of games and / or playing time throughout the regular season and playoffs )
- -All players should play both special teams, end of period and end of game situations.

#### **Position Specific Teaching**

- -Only 20% of practice time should be spent on team play and strategy / systems 80% of practice should be on skills and tactics
- -Players should rotate through Defence and Forward positions in the first half of the year and then may move to more consistent positions in the second half.
- -Limit position specific specialization (except goalies recommend goalie not playing plays out as a skater





The U13 program recommends 45% technical skills, 25% individual tactics, 10% team play, and 10%

team tactics, 10% team play, and 10% strategy.





# MONTHLY GOALS

#### **SEPTEMBER**

-Technical Skills - Introduce

Skating

- Agility
- Balance
- Coordination

**Puck Control** 

-Stationary & Moving

Passing

- --Stationary
- -Moving

**Fun Games** 

#### **OCTOBER**

-Technical Skills - Develop

Skating

- Agility
- Balance
- Coordination

**Puck Control** 

- Stationary & Moving

Passing

- -Stationary
- -Moving

Fun Games

**SEPTEMBER / OCTOBER** 

-Prep Phase – 2 Weeks – 8 – 10 sessions – (1 - 60 minute session per day) -Tryouts / Evaluations / Team Selection – (Minimum 4 skates then evaluate) – Combination of skills, small area games, formal games

-No tryouts prior to or during the first week of school

#### **NOVEMBER**

-Technical Skills - Develop

Skating

- Agility
- Quickness
- Speed

**Puck Control** 

- Moving
- Dekes

**Passing** 

- Moving / Puck Support

**Fun Games** 

#### **DECEMBER**

Technical Skills – Develop / Refine

Skating

- Agility
- Quickness
- Speed

Puck Control

- Moving
- Dekes

**Passing** 

-Moving / Puck Support

**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** 

- Moving / Puck Support

**Competitive Drills** 



# **MONTHLY GOALS**

#### **FEBRUARY**

**Individual Tactics - Develop** 

1 on 1's

Give and Go's

**Positioning** 

**Breakouts** 

Technical Skills - Refine

Skating

- Quickness

- Speed

**Puck Control** 

- Stationary/ Moving

- Dekes

**Passing** 

-Moving / Puck Support

**MARCH** 

Technical Skills - Refine

Skating

- Quickness

- Speed

**Puck Control** 

- Stationary/ Moving

- Dekes

**Passing** 

-Moving / Puck Support

**Individual Tactics - Develop** 

1 on 1's

Give and Go's

**Positioning** 

**Breakouts** 

**APRIL** 

**Tournaments / Playoffs** 

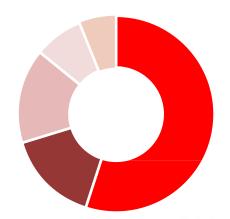
MAY / JUNE / JULY / AUGUST

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



### U13 SKILLS

### LTPD STAGE – Learn to Train

Balance and Agility	Edge Control	Starting and Stopping	Forward Skating and Striding	Backward Skating	Turning and Crossovers
<ul> <li>All Skating Skills from Initiation, novice and atom</li> <li>Fwd / Bwd Scissor Skate</li> <li>Lateral Crossovers</li> <li>C-cuts toe on puck</li> </ul>	<ul> <li>Figure 8's – forward –         inside &amp; outside edge</li> <li>Figure 8's – backward         – inside &amp; outside         edge</li> <li>Heel to Heel (Mohawk)</li> <li>1 leg weaving – fwd /         bwd</li> </ul>	<ul> <li>Front v-start</li> <li>Crossover start</li> <li>Backward c-cut start</li> <li>One-leg bwd stop</li> <li>Two-leg bwd stop</li> </ul>	<ul> <li>Forward striding</li> <li>Linear crossovers</li> <li>Acceleration</li> <li>Quick Feet</li> <li>Evasive skating</li> </ul>	<ul> <li>C-cuts – left foot / right foot</li> <li>Backward Striding</li> <li>1 Crossover / Reach</li> </ul>	<ul> <li>Glide turns / Tight turns</li> <li>C-cuts – around circle – outside foot – forward &amp; backward</li> <li>Crossovers – forward &amp; backward</li> <li>Pivots – bwd to fwd &amp; fwd to bwd</li> <li>Pivots – open &amp; reverse</li> </ul>
Stationary Puck Control	Moving Puck Control	Stationary Passing and	Moving Passing and	Shooting	Individual Offensive Tactics
Stationary Puck Control	Moving Puck Control	Receiving	Receiving	Shooting	individual Offensive factics
<ul> <li>Narrow</li> <li>Wide</li> <li>Side – front – side</li> <li>Toe drag – side/front</li> <li>Attack Triangle</li> <li>Quick hands</li> <li>Range of motion</li> </ul>	<ul> <li>Narrow / Wide</li> <li>Open ice carry – forehand &amp; backhand</li> <li>Weaving with puck</li> <li>Toe drag – front &amp; side</li> <li>Attack the Triangle</li> <li>Quick hands</li> <li>Range of Motion</li> </ul>	<ul> <li>Stationary forehand pass</li> <li>Stationary backhand pass</li> <li>Forehand saucer pass</li> <li>Backhand saucer pass</li> </ul>	<ul> <li>Moving forehand pass</li> <li>Moving backhand pass</li> <li>Moving fhd saucer pass</li> <li>Pass and Follow</li> <li>Cross and Drop</li> </ul>	<ul> <li>Forehand - wrist shot</li> <li>Backhand - shot</li> <li>Forehand / backhand shots in motion</li> <li>Forehand - flip shot</li> <li>Backhand - flip shot</li> <li>Tips / Deflections</li> <li>Snap / Slap shot</li> </ul>	<ul> <li>Body fakes / shot fakes</li> <li>Stick fakes / fake pass</li> <li>Dekes</li> <li>Moves in Combination</li> <li>Net Drives</li> <li>Change of pace</li> <li>Puck protection</li> <li>Control skating</li> <li>Saving ice</li> </ul>
Individual Defensive	Team Play				
Tactics	ream riay				
<ul> <li>Angling</li> <li>Basic 1 on 1's</li> <li>Gap control</li> <li>Escape moves</li> <li>Puck retrievals</li> <li>Tracking</li> </ul>	<ul> <li>Basic Positioning – D Zone</li> <li>Basic Breakouts</li> <li>Regroups</li> <li>Entries</li> <li>Forechecks</li> </ul>				

### INSTRUCTORS / COACHES

#### **U13 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 U13 in the Branch)

-RIS – Activity Leader – On-line Module

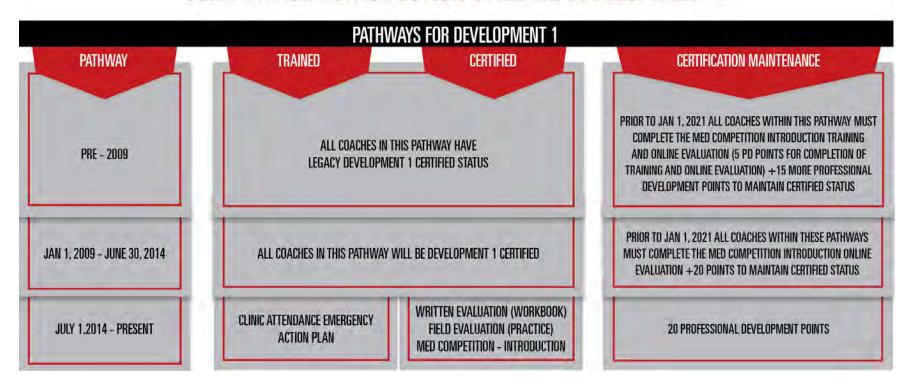


Continuing Education Opportunities - NCCP Instructional Stream
-Skating Clinic
-Skills Clinic
-Developing Defencemen Clinic
-Small Area Games Clinic
-Goaltending Clinic

# INSTRUCTORS / COACHES

All Head Coaches, that coach teams in U13 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







# RESOURCES





www.hockeycanadanetwork.com





PLAY VIDEO



### RESOURCES

### **SUBSCRIBE**

Getting started is easy...

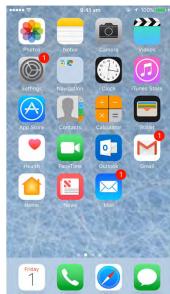
Download the app through the App Store or Google Play.





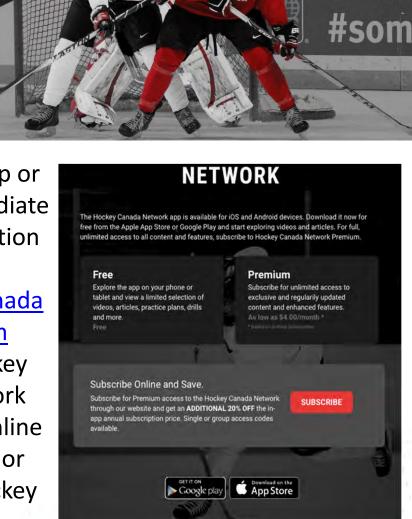






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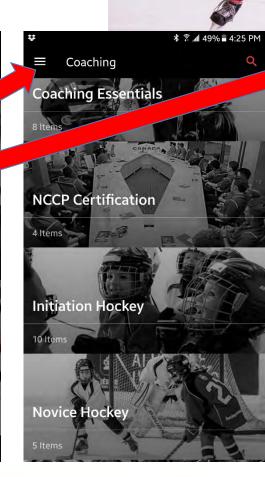


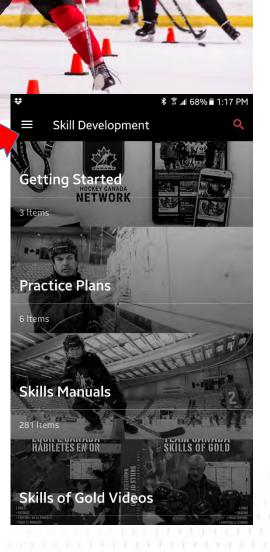
Join our Email list for the latest news and updates about the new Hockey Canada Network App.

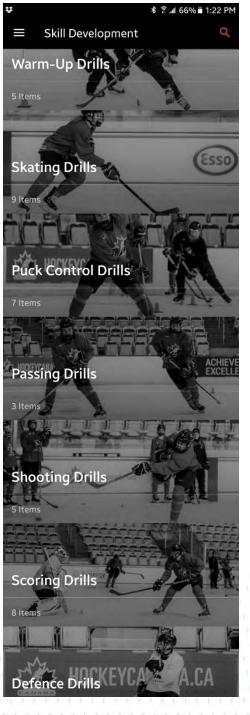


# RESOURCES & HOCKEYC

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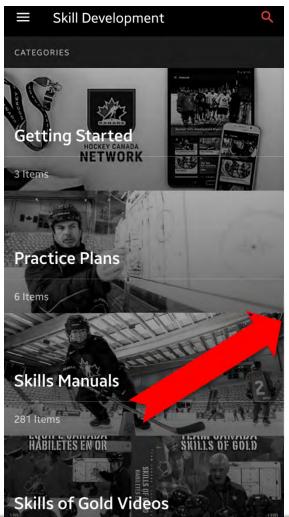
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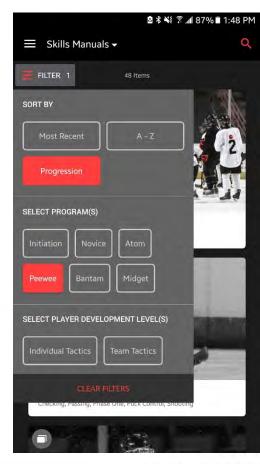
Training Plans

ACCOUNT

### RESOURCES

### **Skill Development – Skills Manuals**

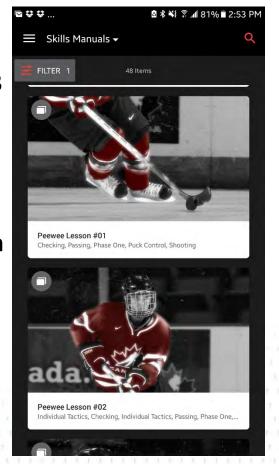








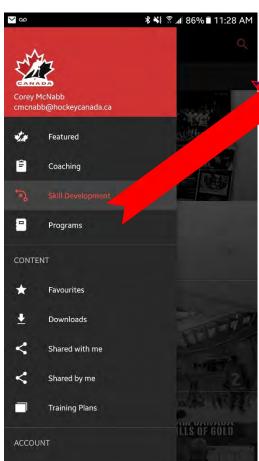
The Hockey **Canada Skills Development U13** Manual is broken up into 32 separate practice plans. Each individual drill can also be accessed. Favorite, download and share an entire practice plan or individual drill

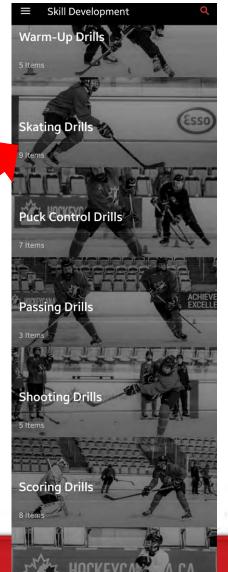




### RESOURCES

### Skill Development – U13 Skills

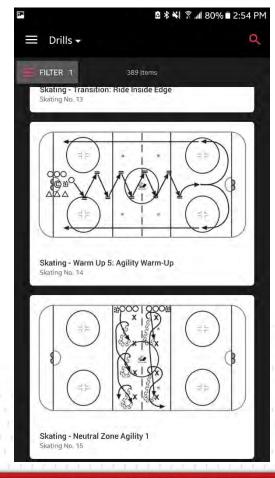












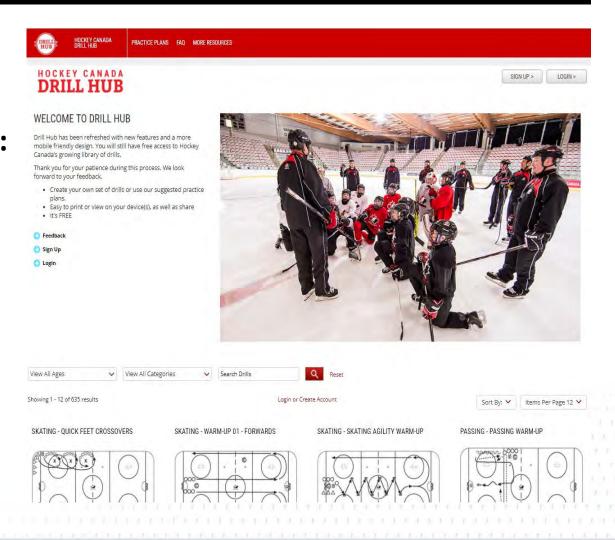


# What is Hockey Canada Drill Hub?

Hockey Canada Drill Hub is a
Free resource for players and
coaches of all levels with a
continuously growing library of:

- -Drills
- -Videos
- -Practice Plans

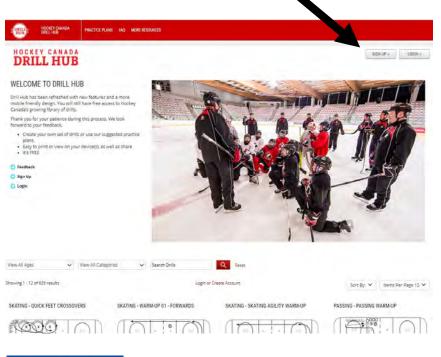






Creating an Account

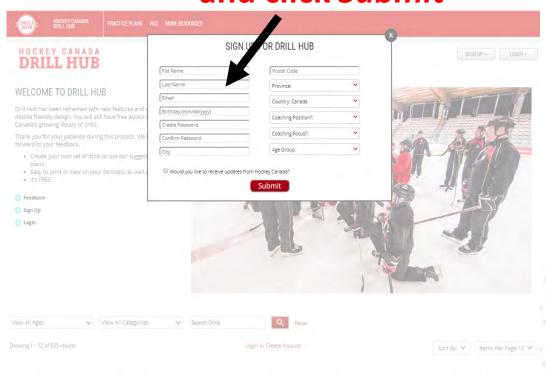
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