
TIMBITS Festival/Jamboree On-ice Logistics

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GENERAL NOTES:

- The Hockey Edmonton TIMBITS Festival/Jamboree will incorporate all Discovery, Junior, and Senior TIMBITS athletes during the weekend.
- All Hockey Edmonton athletes must be wearing their TIMBITS jersey.
- The following schedule guidelines will be met for the **Fall Festival** weekend:
 - **DISCOVERY TIMBITS:** ONE (1) 45-minute FUN session – Fall Festival;
 - **JUNIOR TIMBITS:** ONE (1) 45-minute SAG session – Fall Festival;
 - **SENIOR TIMBITS:** ONE (1) 45-minute SAG session – Fall Festival;
- The following schedule guidelines will be met for the **Winter Jamboree** weekend:
 - **DISCOVERY TIMBITS:** ONE (1) 45-minute FUN session – Winter Jamboree;
 - **JUNIOR TIMBITS:** TWO (2) 45-minute SAG sessions – Winter Jamboree;
 - **SENIOR TIMBITS:** ONE (2) 45-minute SAG sessions – Winter Jamboree.

CROSS-ICE DIVIDER SYSTEMS:

- Instructors on the **first ice-slot of the day** MUST work together with the arena staff to install the arena divider systems – 20 minutes before ice-time;
- Instructors on **ice-slots before and after a flood** MUST work together with the arena staff to break and move the arena divider systems – 20 minutes before and after your ice session;
- Instructors on the **last ice-slot of the day** MUST work together with the arena staff to disassemble the arena divider systems immediately after the end of their ice-slot;
- Pucks will be provided by Hockey Edmonton and left at the arena throughout the day;
- Instructors on the **last ice-slot of the day** MUST return the pucks and other Hockey Edmonton equipment;
- Please review instructions on how to assemble and disassemble the cross-ice divider systems, located on the **Hockey Edmonton Timbits Resources webpage** ([CLICK HERE](#)).

DISCOVERY PROGRAM:

FUN SESSION - For DISCOVERY TIMBITS ONLY

- Discovery instructors must be present on the ice with the athletes, as usual;
- The Discovery sessions will be located on one arena only;
- The Discovery sessions will NOT utilize the cross-ice dividers;
 - Pylons/foam dividers may be provided to place across blue-lines;
- The Discovery sessions will NOT utilize the 3-minute buzzers;
- The Discovery sessions will include two unstructured SAG's at each end of the rink;
- Athletes can choose to play the SAG's at each end, or have unstructured "fun" in the neutral zone;
 - Instructors can incorporate different fun games such as tag, bulldog, asteroids, etc.

SMALL AREA GAME SESSIONS – GUIDELINES/CURRICULUM

For Junior and Senior Timbits athletes, ONLY - The Small Area Game Sessions (SAG's) will be in the usual cross-ice format, using the cross-ice dividers. Athletes will rotate back and forth between Cross-Ice Small Area Game End Zones (SAG Zones) and the Active Rest/Active Play Neutral Zone (please see attached images for reference).

The **Small Area Game Session** on-ice curriculum **MUST** resemble:

45-minute session:

- 1.) **3** minutes (warmup & set-up) – group skating, fun game, etc.
- 2.) **39** minutes (12 shifts of 3 minutes)
- 3.) **3** minutes (cool-down & cleanup) – group skating, fun game, challenge drill, etc.

The Set-up for a full ice surface will be the following:

- (2) **Cross-Ice Small Area Game Zone** set-ups in each End Zone (SAG Zones);
 - 2 (4 total) mini nets in each end zone;
- (1) **Active Rest/Active Play Neutral Zone;**
 - 2 regulation size nets in the Active Rest/Active Play Neutral Zone.
- A **shift** will be recognized as **3-minutes** of time spent in either the SAG Zone or Active Rest/Active Play Neutral Zone (a pre-set buzzer will be utilized by timekeepers);
- 4 groups of 10 in different colors (i.e. Red, Blue, Green, Yellow) will be on the ice;
 - 5 athletes of each color will be within one of the two SAG Zones, and the remaining 5 athletes of each color will be in the Active Rest/Active Play Neutral Zone.

THE SAG ZONES:

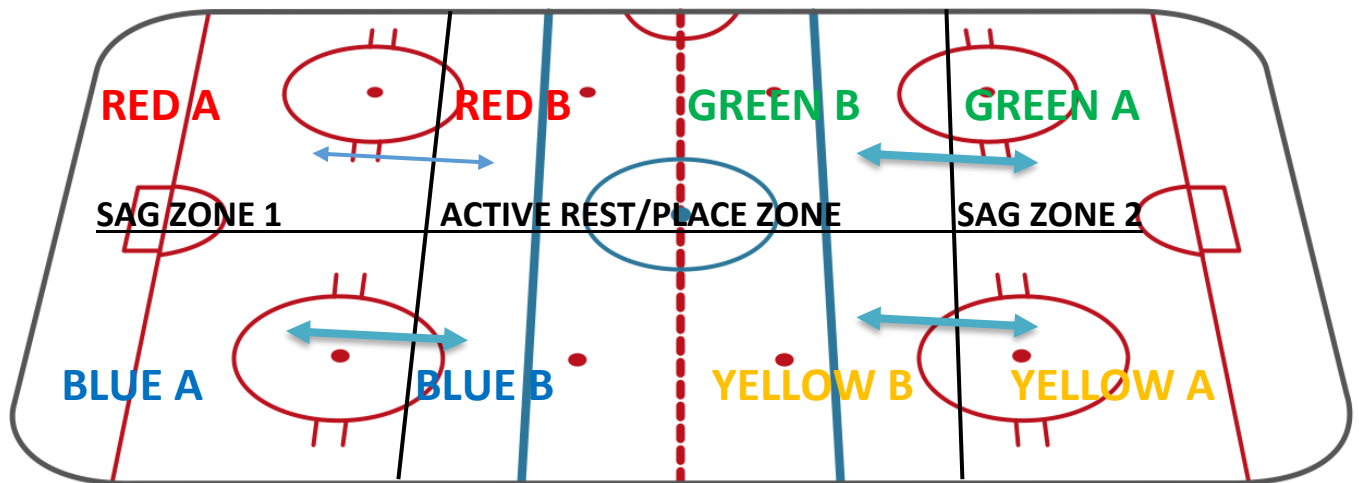
This zone will be **5 vs. 5 formats, with 1 goalie (optional) per side** (10 athletes game total). The SAG Zones will follow “Pond-Hockey rules” and can be managed by 1 to 2 Instructors. Additional SAG Zone guidelines include:

- **3-minute shifts** (by whistle or horn);
 - **Shift format: JUNIOR and SENIOR TIMBITS groups**
 - SAG Zone 1: Group 1 (Red) vs Group 2 (Blue) for the entire session;
 - SAG Zone 2: Group 3 (Green) vs. Group 4 (Yellow) for the entire session;
- **Goalies:**
 - Goalies can wear full equipment (if desired);
 - Goalies are not to lay across the bottom of the net;
- **No faceoffs;**
- **No penalties** will be called; however, athletes and instructors must respect the rules of the game;
- **When a goal is scored**, the opposing group **MUST** skate all the way back to their own goal, before they can attack the group that was scored upon. This will allow the group to gain possession of the puck out of their net.

SMALL AREA GAME SESSIONS – SHIFT CHANGE PLAN

Color	Group 1 (5)	Group 2 (5)
RED	A	B
BLUE	A	B
GREEN	A	B
YELLOW	A	B
40 athletes total (10 per color group)		

with Cross-Ice boards and ¼ sized nets in each SAG Zone



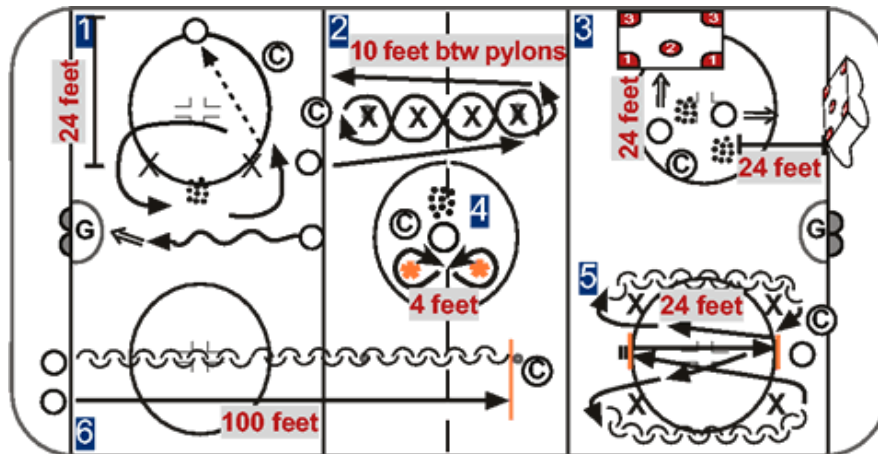
Shift #	SAG ZONE 1	SAG ZONE 2	ACTIVE REST/PLACE ZONE
1	Red A vs. Blue A	Green A vs. Yellow A	RED, BLUE, GREEN, YELLOW B
2	Red B vs. Blue B	Green B vs. Yellow B	RED, BLUE, GREEN, YELLOW A
3	Red A vs. Blue A	Green A vs. Yellow A	RED, BLUE, GREEN, YELLOW B
4	Red B vs. Blue B	Green B vs. Yellow B	RED, BLUE, GREEN, YELLOW A
5	Red A vs. Blue A	Green A vs. Yellow A	RED, BLUE, GREEN, YELLOW B
6	Red B vs. Blue B	Green B vs. Yellow B	RED, BLUE, GREEN, YELLOW A
7	Red A vs. Blue A	Green A vs. Yellow A	RED, BLUE, GREEN, YELLOW B
8	Red B vs. Blue B	Green B vs. Yellow B	RED, BLUE, GREEN, YELLOW A
9	Red A vs. Blue A	Green A vs. Yellow A	RED, BLUE, GREEN, YELLOW B
10	Red B vs. Blue B	Green B vs. Yellow B	RED, BLUE, GREEN, YELLOW A
11	Red A vs. Blue A	Green A vs. Yellow A	RED, BLUE, GREEN, YELLOW B
12	Red B vs. Blue B	Green B vs. Yellow B	RED, BLUE, GREEN, YELLOW A

SHIFT CHANGES:

- The athletes in the neutral zone should not be hanging onto or pushing the divider systems. Athletes should not be operating the gate device. Instructors, please ensure the safety of the TIMBITS athletes.
- When executing changes, the instructors MUST supervise the gate and be aware of hazards.
- When executing changes, permit the entering athletes to get into the SAG zone first. The exiting athletes should line up along the dividers inside the SAG zone; and exit after all athletes have entered.

ACTIVE REST/ACTIVE PLAY NEUTRAL ZONE - GUIDELINES/CURRICULUM

This zone will be guided by the [Hockey Canada Skills Testing Stations](#). These drill stations are structured drills and are outlined in the image below (you may visit [Hockey Canada Skills Testing Stations](#) for further information on these drills).



Please note: Although these drills are diagramed on the entire ice surface, they will **ONLY** be executed within the Active Rest/Active Play Neutral Zone area, while the two games are occurring in each end zone.

Hockey Canada Skills Testing Stations

1. Forehand / Backhand Passing
2. Weave Agility Skate
3. Shooting Accuracy / Shooting Speed (Optional - speed puck is required)
4. Figure '8' Stickhandling
5. Transition - Agility Skate
6. Forward / Backward - Speed Skate

Please note: We are requesting that instructors **attempt** to execute the 6 Hockey Canada Skills Testing Stations within the neutral zone during the on-ice session, however it is distinguished that the neutral zone is also an area for education, organization, rest, FUN, and recovery. Equipment required for skills testing stations shall be set up in the neutral zone and athletes should be executing these drills with guidance from the instructors. 3 to 4 instructors should be in the middle zone to encourage athletes to have fun and to provide leadership.