

GAME PLAY INFO

SESSION U6-U9





AGENDA



- **Certifications - REMINDER!!!**
- Cross-Ice/Half-Ice House League Game Play Goals & Rationale
- Season Structure
- Game Times
- Rink Set-Up (U6/U7 Bumpers; U8/U9 Boards)
- Game formats for each division
- Goalies
- Equal Ice Time (U6/U7 rotating; U8/U9 line control)
- Coaches Role
- Game Management
- Other business

CERTIFICATIONS



CERTIFICATIONS



GOAL OF IP BASED GAME PLAY



GOAL OF IP BASED GAME PLAY

- For all players to have a fun experience!
- Ensure that players of all skill levels are engaged in game play and have the opportunity to improve by being put in situations that they can succeed in!

TO BE SUCCESSFUL:

- Focus is NOT ON WINNING OR KEEPING SCORE!!!!!!
- Coaches are there as a team to help both teams, not just their team! Coaches must all work together for this to be successful!!!



MODIFIED ICE BENEFITS vs. Full Ice Hockey

Here are the Facts

FUN!!

SHOTS

6x **more** shots on goal/player

PASSES

5x **more** passes received/player

PUCK BATTLES

2x **more** puck battles/player

PUCK TOUCHES

2x puck touches per player

PASS ATTEMPTS

2x **more** pass attempts/player

CHANGES OF DIRECTION

2x **more** change of direction/pivots

1.75 shots per minute vs. 0.45 shots per minute playing full ice



Lifelong
Love of Sport

Fundamental Development



CONCLUSION:

The sport of hockey teaches some of the most important life-lessons and offers the excitement and experience of a life time!



RESOURCES

Coach Hub

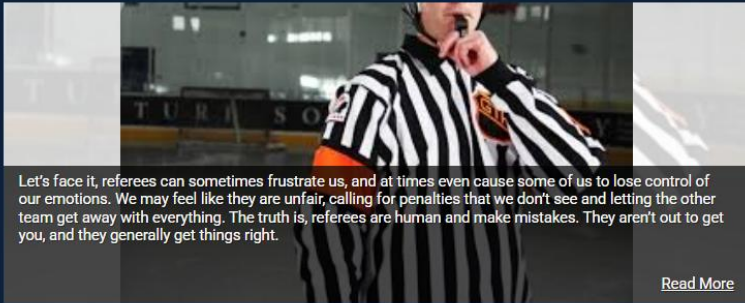


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[House League Home](#) [Coaching in HL](#) [Coaching Certifications](#) [Drill Resources](#) [Skill Sessions](#) [Line Control](#) [COACHES HUB Newsletter](#)

LATEST NEWS
Do's and Don'ts of Communicating with Referees
Submitted By CVHA on Mar 04, 2025 (105 views)



Let's face it, referees can sometimes frustrate us, and at times even cause some of us to lose control of our emotions. We may feel like they are unfair, calling for penalties that we don't see and letting the other team get away with everything. The truth is, referees are human and make mistakes. They aren't out to get you, and they generally get things right.

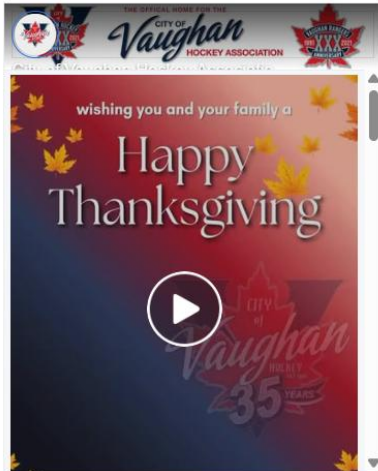
[Read More](#)

News Archive

U10-U18 GAMES START OCT.5
Schedules Will Be Posted Shortly!

U6-U9 GAMES START OCT.26
Stay Tuned -Online Meeting to Review Game Play

Follow Us:

wishing you and your family a
Happy Thanksgiving

CATEGORY STAFF




RESOURCES

CVHA Coach's Manual



CVHA Coach's Manual

2025-2026 Edition Version 12092025

City of Vaughan Hockey Association



RESOURCES

HC Drill Hub



<https://www.hockeycanada.ca/en-ca/hockey-programs/drill-hub/initiation>

For practice plans, examples of what to do, and videos!



RESOURCES

HC Drill Hub

U7 PROGRAM PRACTICE PLAN

PHASE: 3

LESSON: 21

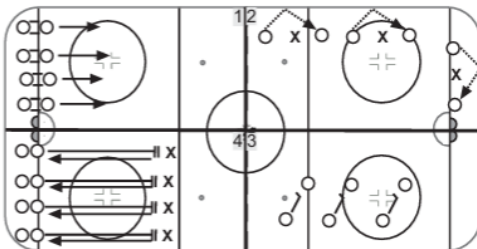
2 OF 2

DURATION: 60

Do not forget to incorporate the Warm-up session prior to introducing your skill stations and the fun game at the end of your practice from the previous page.
Additional ice stations: You may choose either Option 1: Skill Stations #1 plus Skill Stations #2, Option 2: Skills Stations #2 repeated 3 times or Option 3: Skill Stations #3 only

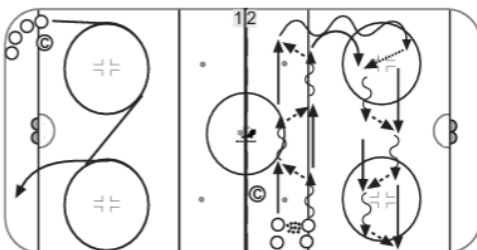
SKILL STATIONS #1 - 4 STATIONS SETUP

1. HORSE AND BUGGY (1.1.07/1.1.08/1.3.07/1.4.13)
2. BANK PASS (2.3.07)
3. STATIONARY STICKHANDLING (2.1.18)
4. ONE FOOT STOP AND T-PUSH (1.3.07/1.3.01)



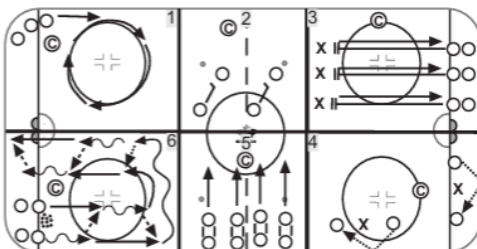
SKILL STATIONS #2 - 2 STATIONS SETUP

1. CROSSOVERS (1.6.10)
2. PAIR PASSING (2.4.01/2.4.02)



SKILL STATIONS #3 - 6 STATIONS SETUP

1. CROSSOVERS (1.6.10)
2. STATIONARY STICKHANDLING (2.1.18)
3. ONE FOOT STOP AND T-PUSH (1.3.07/1.3.01)
4. BANK PASS (2.3.07)
5. HORSE AND BUGGY (1.1.07/1.1.08/1.3.07/1.4.13)
6. PAIR PASSING (2.4.01/2.4.02)



1 OF 2

U9 PROGRAM PRACTICE PLAN

PHASE: 2

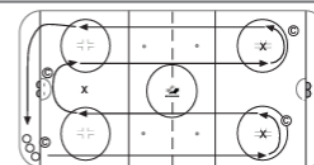
LESSON: 14

DURATION: 60

Session Objectives: Agility Skating, Pass and Shoot, Fakes, Flip pass and move, Backwards stopping, pivots.

10 MIN WARM - UP

WARM UP (1.2.08/1.2.10/1.4.05/1.5.05/1.4.09/1.6.12/1.3.08/1.4.17/1.4.18)
Players start in corner and follow the path as indicated in the diagram. Perform following exercises:
Forward and backward scissor skate, slalom, c-cuts - crossovers, crossovers - three quick, stops and starts, stride and bend, jump stride.

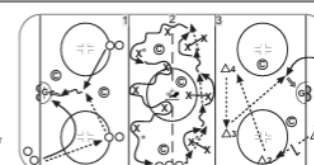


KEY EXECUTION POINTS

- Coaches lead, demonstrating activity to be done. Players go one after another

20 MIN SKILL STATIONS #1

1. PASS AND SHOOT
Player from corner passes to player at top of circle, and then heads to the front of the net. Player from other side moves into slot area, and receives pass, takes shot on net, player who started play moves in for rebound. Players rotate line in clockwise manner.
2. FAKING (2.2.08)
On one side of red line arrange pylons as shown with sticks on the top. On the other side of red line arrange cones in a weaving pattern. Players slide puck between pylons and under stick. Must then pick puck up on the other side. Use both forehand and backhand. Weave through pylons on the other side.
3. FLIP PASS AND MOVE (2.3.05)
Place stick on ice between 1 and 2. 1 executes a flip pass to 2. 2 passes to 4. 4 passes to 3. 1 after rotation to 2, skates behind net and cuts around the pylon, 3 passes to 1, 1 shoots a wrist shot on the net. Rotation 2 to 1 to 4 to 3 to 2.

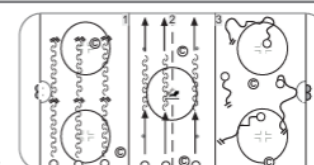


KEY EXECUTION POINTS

- Explain importance of timing
- Use players if sticks and pylons won't work
- Demonstrate movement pattern

20 MIN SKILL STATIONS #2

1. BACKWARDS STOPPING (1.3.05/1.3.11)
Line players up on boards. Perform backwards cross-over start, skate to middle of ice and perform a 2 foot stop. Repeat to far boards. Add pucks if desired.
2. PIVOTS (1.6.21)
Line players up on boards. Players skate forwards 5-6 strides, then pivot, and skate backwards 5-6 strides. Try to get 3 pivots in before reaching other boards.
3. CHAOS (2.2.03/2.2.04/2.2.09/2.2.16/2.2.17)
Players skate around the zone in random manner on coaches signal players stop with puck keeping control. On next whistle, players start again. Have players stickhandle narrow and wide combination, side front side, on one leg, hands together, and hands wide.



KEY EXECUTION POINTS

- All players goes at once
- Encourage quick feet
- Change directions, Vary speeds, Forwards / Backwards

10 MIN FUN GAME

1-2-3 ON 0 - RELAY RACE
Move nets to each end, on goal line, below face off dots. Players line up outside blue line in equal groups, each player with a puck. 1st player goes in for shot, keeps going until goal is scored. After goal, player skates back outside blue, next player joins in for 2 on 0. 3rd time through, 3 on 0 etc....



KEY EXECUTION POINTS

- Divide into teams and keep score. Teams change positions once 3 outs are made

CVHA MODIFIED ICE Program

U6/U7 Season Structure





U6/U7 Season Structure



SATURDAYS

U6 (7 teams) - Practices

U7 (5 teams) – Practices

SUNDAYS

U6 – Cross-ice game play / odd team practices

U7 – Cross-ice game play / odd team practices

CVHA MODIFIED ICE Program

GAME TIMES



U6 Division

Today	Fri	Sat	Sun	Mon
0 events	0 events	4 events	4 events	0 events
8:10 AM -9:05 AM	PRACTICE	DMI Precision Inc Bruins Practice Al Palladini West (B)	FLOOD – PUT BUMPERS ON	
9:30 AM	LOCAL GAME	SevenView Chrysler Flames @ CVHA Kings Al Palladini East (A)	1	
10:30 AM	LOCAL GAME	CVHA Penguins @ CVHA Marlies Al Palladini East (A)	2	FLOOD – BUMPERS ON BENCH THEN PUT BACK ON
11:45 AM	LOCAL GAME	SevenView Chrysler Wild @ Toronto Pro Leafs Al Palladini East (A)	3	

U7 Division

Today	Fri	Sat	Sun	Mon
0 events	0 events	3 events	3 events	0 events
8:10 AM -9:05 AM	PRACTICE	CVHA Bruins Practice Al Palladini West (B)		
12:45 PM	LOCAL GAME	Toronto Pro Leafs @ SevenView Chrysler Wild Al Palladini East (A)	1	FLOOD – BUMPERS ON BENCH THEN PUT BACK ON
2:00 PM	LOCAL GAME	SevenView Chrysler Flames @ CVHA Marlies Al Palladini East (A)	2	FLOOD – BUMPERS PUT AWAY / SIDE OF BENCH STACKED

CVHA MODIFIED ICE Program

CROSS ICE RINK SET-UP



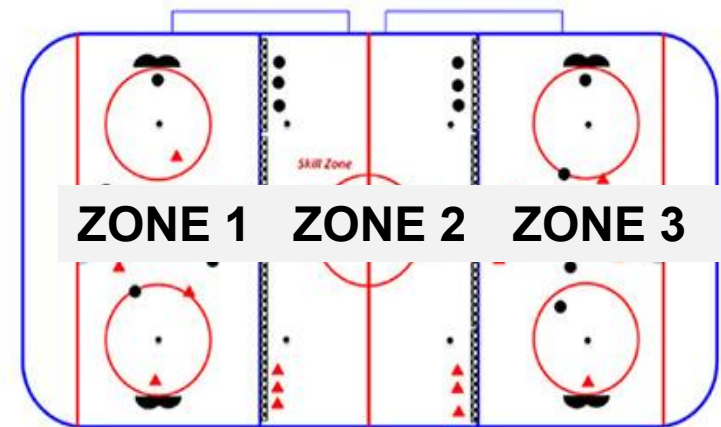


GAMES RINK SET-UP

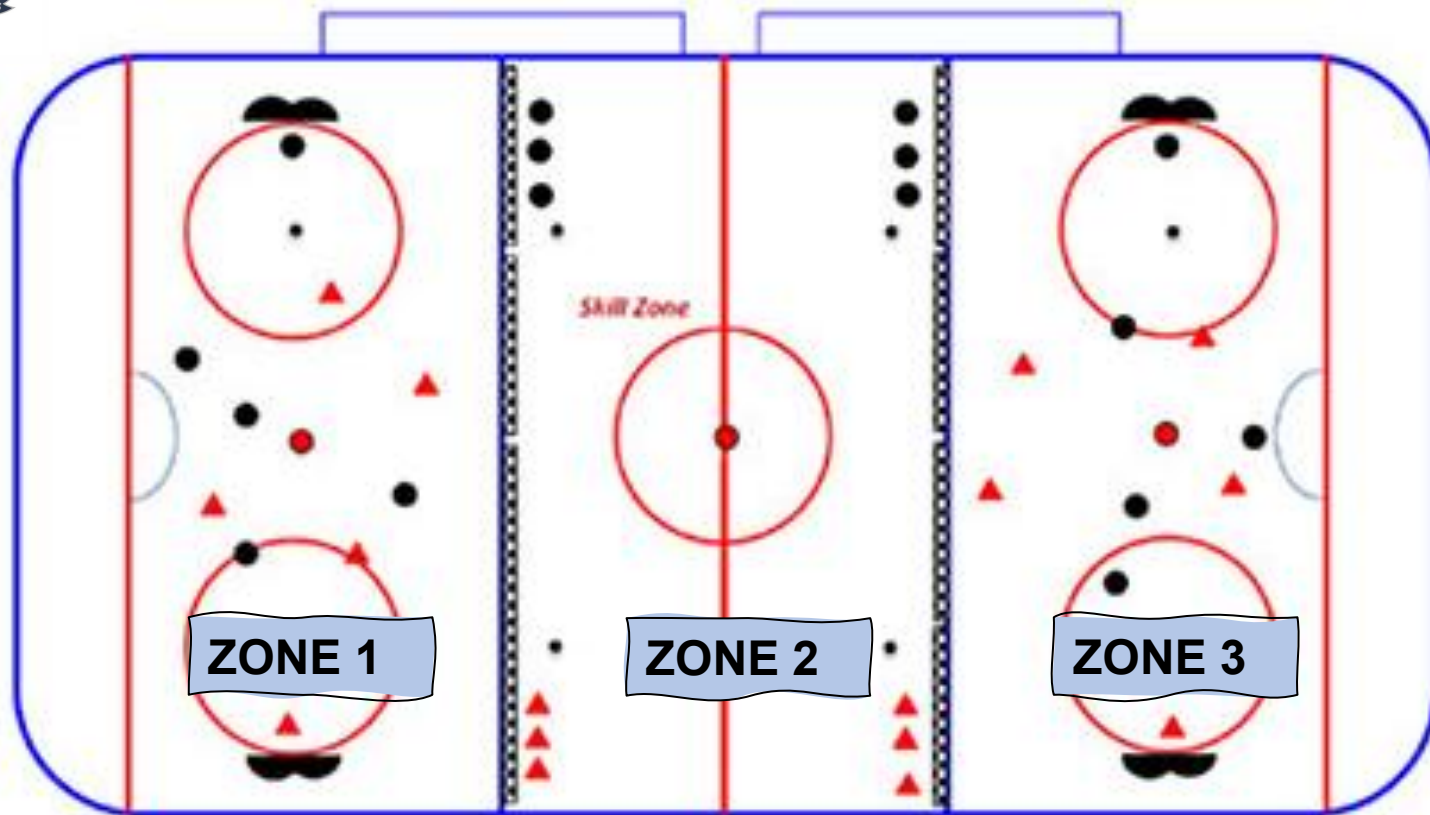


RINK SIZE (U6 & U7)

- Bumpers are to be set up on the blue lines
- Play zone is from the end boards to the blue line bumpers
- Nets are set up CROSS-ICE, either using the face-off circle for the goal line or give approx. 5ft of clearance behind the net so players can skate behind.
- Play is divided into 3 zones; 2 game zones, 1 practice zone.
- Net size based on rink availability.



NO PARENTS ON THE BENCHES!!!!



3 ZONE SET-UP

Zone 1 – Game action (1/2 ranked players)

Zone 2 – Skills Zone for players waiting for their shift

Zone 3 – Game action (3/4 ranked players)



SKILL ZONE



- Pulling individual or groups of players aside to work on a specific skill, like: stopping, backward skating, turns, etc...
- Practicing stick handling either just skating around or set-up a pylon path to use.
- Passing drills back and forth to one another or the coaches

Since shift times for the games are 2-3 minutes, please ensure that the drills you are doing are quick, and allow for numerous repetitions within a minute. Drills should be quick, easy, simplistic and repetitive.

CVHA MODIFIED ICE Program

BUMPER ASSEMBLY & STORAGE



BUMPERS & NETS



- For the U6 and U7 Initiation Program to be a success, we rely heavily on our Coaches to help set up the bumpers and nets.

- **For the first game of the day, coaches should be ready to set up the bumpers and nets 20 minutes prior to the start time.** Bumpers are attached via Velcro straps to one another and should traverse the distance of each blue line.

- **The coaches on for the last U6 or U7 game, are required to remove the bumpers, and place them back in storage where they were to begin with:**

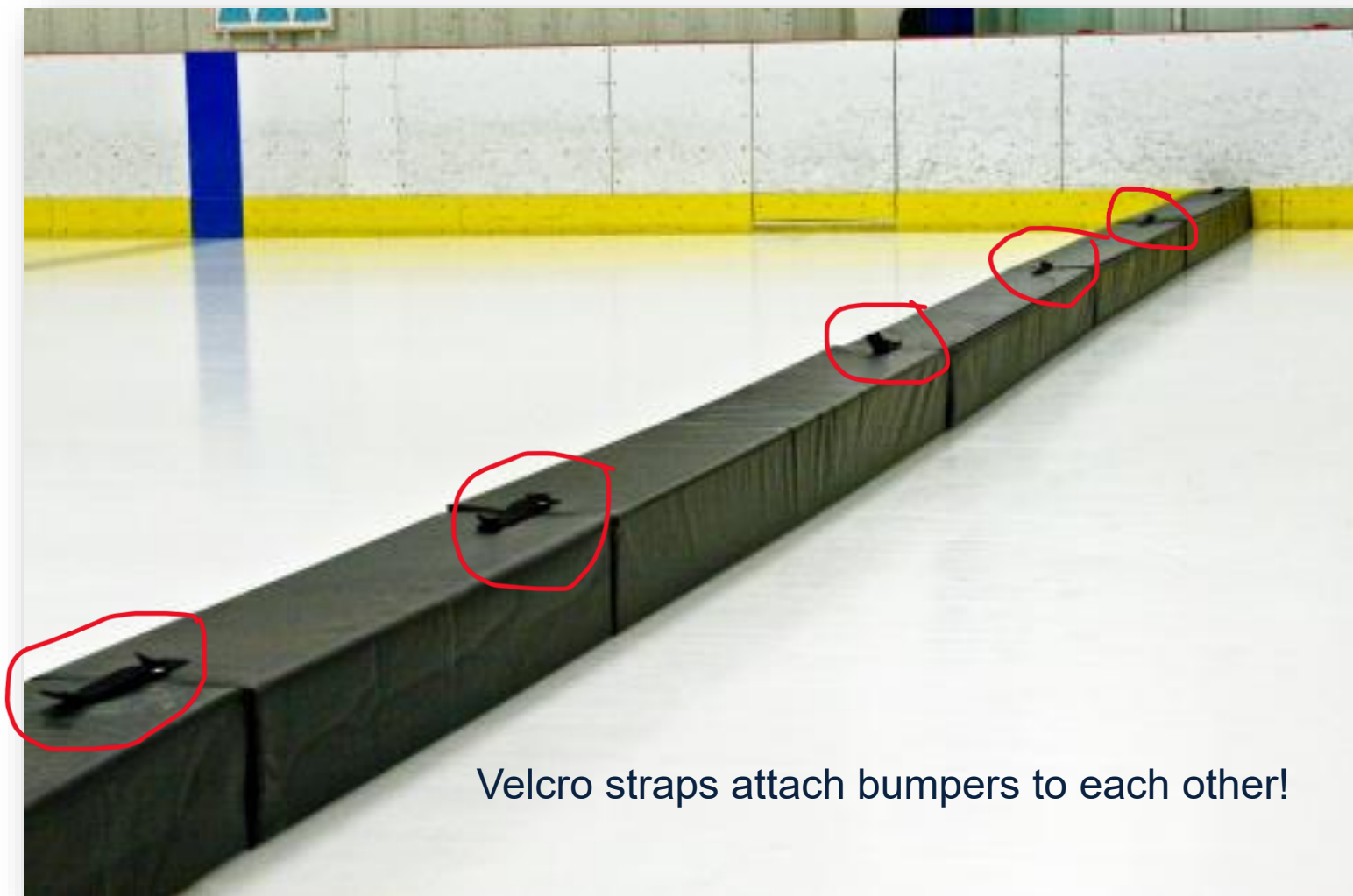
- **AL PAL EAST RINK** – Bumpers are stored to the side of the benches and need to be put back neatly, not thrown behind benches.

- **The Coaches that are in the last time slot for U6 or U7, please be prepared to take them off the ice and put them away.**

It is important that we start the first game on time so that we are not having to cut back game times, so please make sure that the rink is all set up and ready to go!

**ALL COACHES AND ON-ICE HELPERS
MUST WEAR HELMETS AT ALL TIMES!!!**

BUMPERS



Velcro straps attach bumpers to each other!

BUMPERS



BUMPERS

Please stack the bumpers to the sides of the benches!



CVHA MODIFIED ICE Program

GAME PLAY





U6 and U7 Cross Ice Games



Structure	Description
OFFICIALS	1 Official per side; 1 Coach
PUCKS	BLUE, 4oz
NETS	2 nets, determined by facility
POSITIONS	Nothing defined
WARM-UP	2 minute warm-up
GAME TIMES	Till end of ice session
FACE-OFFS	To start game
SHIFT TIME	2-3 min shifts on coach whistle
LINES	4 on 4
KEEPING SCORE	NO, will not be kept
STANDINGS	NO, will not be kept



U6 and U7 Cross Ice Games



Situation	Description
Off-side	None
Icing	None
Line Changes	On the fly, and when whistle goes. Players leave the puck exactly where it is and go off. Play resumes immediately as new players take to the ice, like 4on4 game play.
Pucks Out of Bounds (past bumpers or under bumpers)	Offending team backs away, Ref/Coach drops puck to non-offending team.
Goaltender Save	Shooting team backs away to centre on Ref/Coach's whistle, goalie passes to teammate and play resumes.
Goal Scored	Ref/Coach blows whistle. Scoring team backs away to centre, defending team removes puck from net and immediately starts on attack.
Penalties	Ref/Coach indicates penalty, if offending team has the puck, change of possession. At end of shift coach explains to offending player. Teams always play at even strength.



How to Split Your Teams



As we are dividing our teams in two, the following is a guide for how to decide who is going on what side, and how that may change during a game, or during the season.

ZONE 1 – Players ranked 1 and 2

ZONE 3 – Players ranked 3 and 4

SPLITTING THE TEAM IN HALF

- Try to split your team in half, so equivalent number of players are on each side each week.
- One team is the TOP HALF of your team, and the other team is the BOTTOM HALF of players that are present that day.

To ensure proper balancing between the two games, you may one day have PLAYER X in Zone 1, and the next day in Zone 3, or you may switch them halfway through the game as their level of play dictates or you need to balance off the sides.

- Please come to the rink prepared with how you are splitting your teams so that no time is wasted trying to figure out who goes where, etc...
- Assign which coaches are going where and change them up halfway through or every week!



How to Split Your Teams



Team:	CVHA FLAMES
<u>Rank</u>	<u>First Name</u>
1	JOEL
1	JEROME
1	LANNY
2	JOE
2	AL
2	MAX
3*	MIKKA
3*	MIKE
3	GARY
3	THEO
3	MARK
3	DOUG
4	RICK
4	HAKAN
4	JAMIE
4	JIM

- For example, if all 16 players on this team showed up, this is how you could split the teams in half
- The 3* players, MIKKA and MIKE might be the top ranked 3's, or that week you want to give them the chance to skate with the better players, while the following week GARY and THEO might play with the top group.
- Equally split regardless of rank. The key is for equal playing time!

CVHA MODIFIED ICE Program

GOALIES





GOALIES



Each coach has been given a set of goalie equipment from the CVHA so that they can rotate the players as goalies to give them the opportunity to experience being a goaltender. **It is not necessary to have a goalie in net but strongly encouraged.**

In games where you have 2 goalies (1 per team):

Rotate the goalies from Zone 1 to Zone 2 halfway through the session so that both zones have goalies to shoot on.

In games where you have 1 goalie only (from 1 team):

Rotate the goalie through each of the 4 nets (a quarter of the time in each net) so that every team gets the opportunity to shoot on the goalie and the goalie gets a variety of shots and game experiences.

In games where you have 0 goalies:

Play 4 on 4 with open nets with the option of turning the nets around to face the boards so that players are forced to pass and skate to score.

CVHA MODIFIED ICE Program

COACHES ROLE





Where Should Coaches Be?



The Coaches of each team are required to work together for the benefit of the players and to ensure a fun and safe game experience. It is critical that the coaches of both teams talk before they go out on the ice so they know what is going on.

Ideal coaching placement:

Zone 1 – One to two coaches from each team to run the game

Zone 3 – One to two coaches from each team to run the game

Zone 2 – Remainder of coaches so that they can get the next shift organized and ready to go out and help with having the kids skate and practice while waiting.

The coaches that are in Zone 1 or 3 (games) are working together for the benefit of both teams. They are there to **help instruct their players in basic game play but MUST be there simply to instruct. YOU ARE NOT THERE COACHING YOUR TEAM TO VICTORY.** Both coaches should be positively reinforcing good plays, but are not there to cheer their team on and constantly commentate what is happening. Provide instruction and encouragement and help the flow of the game by adhering to the rules of play.

You need usually more coaches in ZONE 2 as you need to make sure they are ready to switch and for running any drills or skating with them!



COACHES ROLE



Please make sure your teams are ready to go on the ice immediately for the right time!

1. Ensuring the safety of the players throughout the game (pile ups, hitting the boards, whacking at the puck when under or near a player, etc...)
2. Moving players back and ensuring the proper format of the game is being played (backing off players after a save or a goal).
3. Ensuring that line changes are ready to happen and are coordinated in a fast and efficient manner to allow for maximum playing time.
4. Watching for the integrity of the bumpers and re-aligning them if moved.
5. **Absolutely no parents on the benches!**
6. Ensure that all players are off the ice promptly when game is over.

CVHA MODIFIED ICE Program

SUMMARY





Game Management



WHAT IS GAME MANAGEMENT?

Coaches working together to ensure that the games start and end on time, have an even flow to the game, and players have a fun experience.

HAVE A PLAN!

- Making sure your team is ready to go on the ice at the right time.
- Coaches ready to go once on the ice and know which players will be on what side of the ice.
- Line changes are ready to go, and players are organized during the game, so they know which are on next, and which are to come off.
- Understanding the rules and format of the game and being consistent in applying it so that the players have a structure and learn what to do.
- Managing goalies properly so that both sides get even exposure.
- At the end of the game, making sure players leave the ice surface in proper time.

CVHA MODIFIED ICE Program

U6/U7 Questions???



CVHA MODIFIED ICE Program

U8/U9 GAME PLAY



CVHA MODIFIED ICE Program

U8/U9 Season Structure





U8/U9 Season Structure

SATURDAYS

U8 (5 teams) - All 5 teams practice

U9 (5 teams) – All 4 teams practice

SUNDAYS

U8 – Half-ice games; Odd team practice

U9 – Half-ice games (moves to full ice Jan.10);

Odd team practice

CVHA MODIFIED ICE Program

GAME TIMES



U8 Division

Today	Fri	Sat	Sun	Mon
0 events	0 events	3 events	3 events	
9:00 AM	LOCAL GAME	Toronto Autohaus Leafs @ SevenView Chrysler Red Wings Garnet Arena	1	
9:05 AM -10:00 AM	PRACTICE	CVHA Bruins Practice Al Palladini West (B)		
10:00 AM	LOCAL GAME	SevenView Chrysler Flyers @ Toronto Pro Jets Garnet Arena	2	

BOARDS – PUT BOARDS ON

BOARDS – Move to middle, then put back at centre

U9 Division

Today	Fri	Sat	Sun	Mon
0 events	0 events	3 events	3 events	0 events
9:05 AM -10:00 AM	PRACTICE	Walt Ortho Bruins Practice Al Palladini West (B)		
11:30 AM	LOCAL GAME	Toronto Pro Leafs @ Walt Ortho Flyers Garnet Arena	1	
12:30 PM	LOCAL GAME	CVHA Blackhawks @ Walt Ortho Rangers Garnet Arena	2	

BOARDS – Move to middle, then put back at centre

BOARDS – Take off of ice and put away

CVHA MODIFIED ICE Program

HALF ICE RINK SET-UP

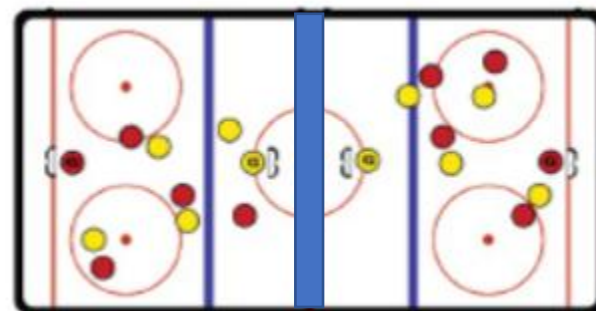


GAMES RINK SET-UP

RINK SIZE (U8 and U9)

- Boards are to be set up along the centre ice line.
- Nets are set up HALF ICE, with one net in the regular crease, and the other using the centre-ice circle as the goal line.
- Play is divided into two zones.
- Net size is based on rink availability. Use official size nets if available.
- Both teams share the bench on each side.

Board at Centre Ice



When your games end on the final buzzer, please immediately leave the ice, even if there is time remaining before the next group. We need to make sure we are on time throughout the day!

Installing the Boards

For the U8 and U9 IP programs to work, we require the coaches to assist in setting up and taking down the boards for half-ice play. **Two coaches from each team should be helping on the ice to assemble the boards.** Skates are optional but highly recommended!

The first two teams that will be going on, coaches are required from both teams to help assemble them with the referees and timekeeper. **Please start board assembly at least 15 MINUTES BEFORE the first game.**

BOARDS LOCATION

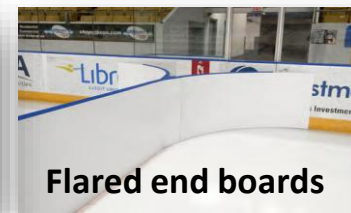
Garnet: South end

Al Pal East: By the Zamboni doors

If you are going on the ice, helmets are 100% MANDATORY, so always please bring your helmets to games (both Head Coach and Assistant Coaches) as you will be required to help!



Boards on trolley



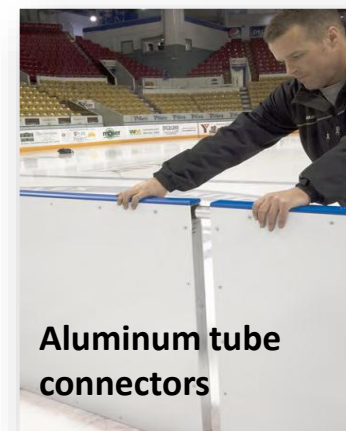
Flared end boards



Panel with door



Tension buckle

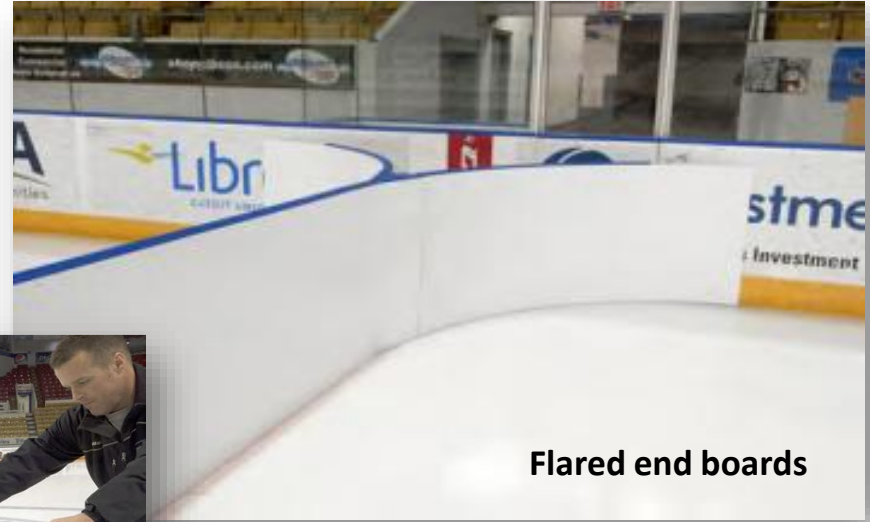


Aluminum tube connectors

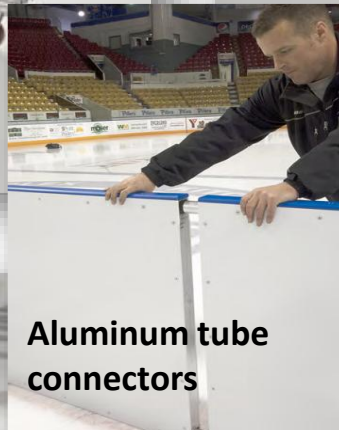
Installing the Boards



Boards on trolley



Flared end boards



Aluminum tube connectors



Panel with door

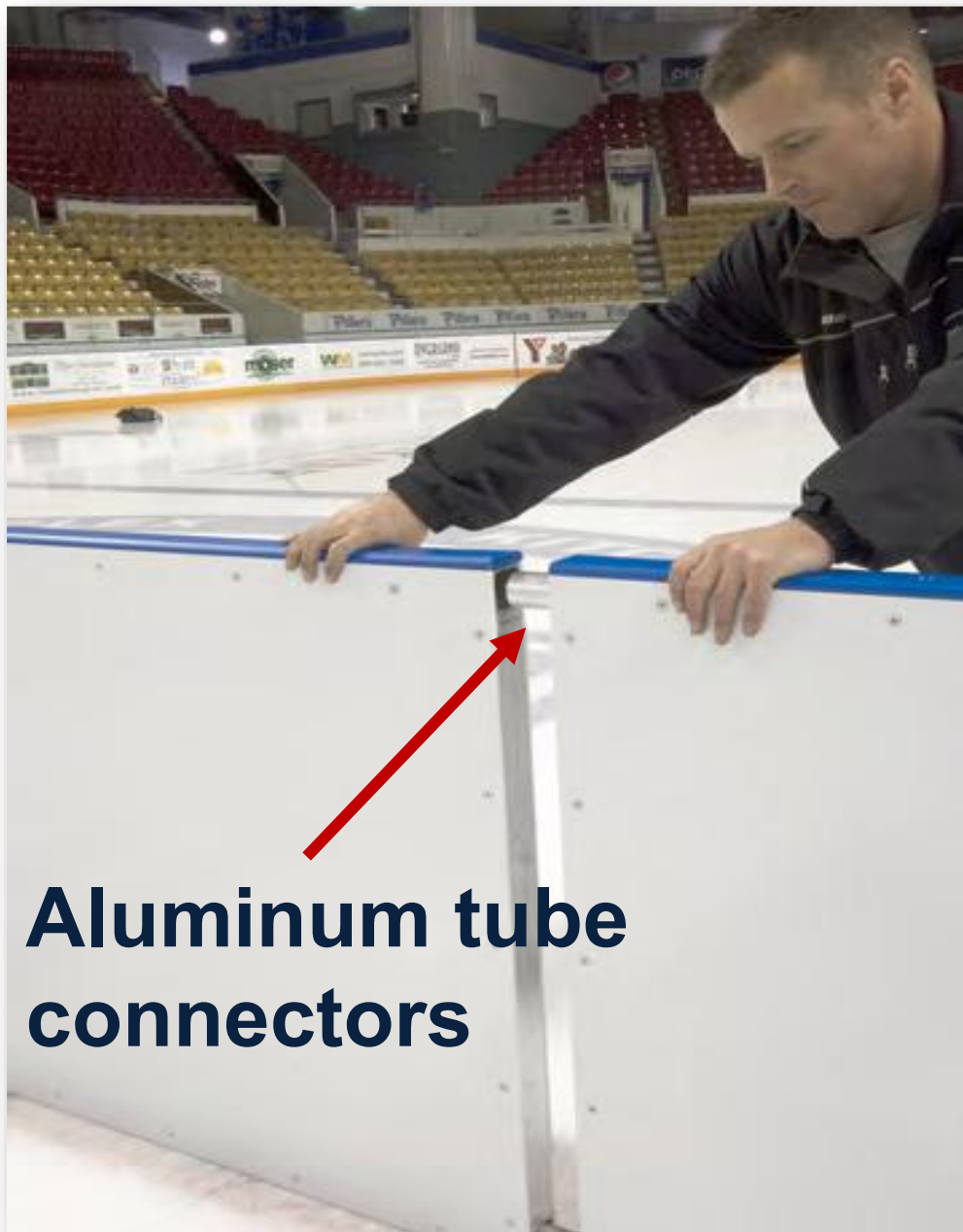


Tension buckle

Installing the Boards

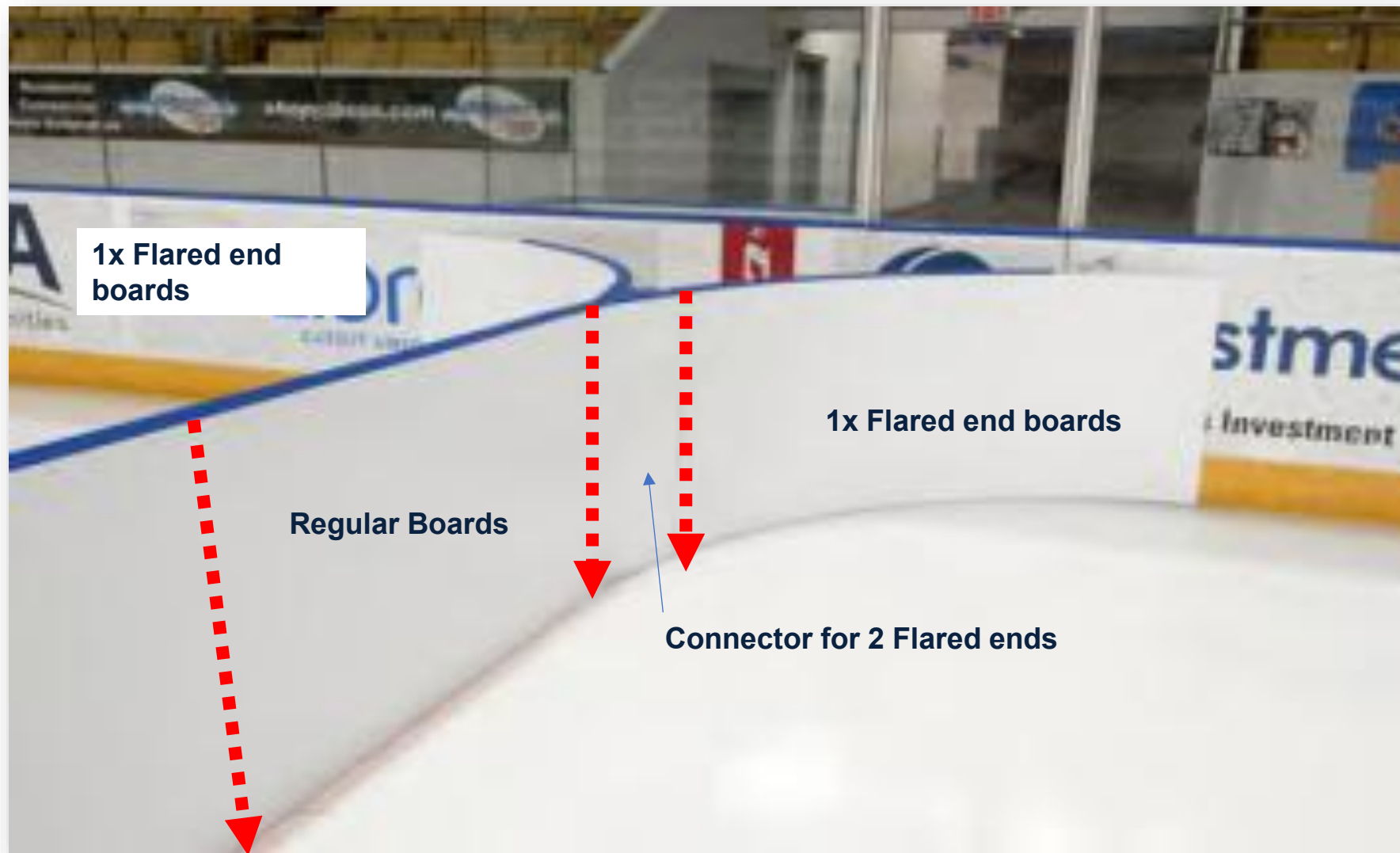


Boards on trolley



**Aluminum tube
connectors**

Installing the Boards



Installing the Boards



Panel with door

Put closer to benches!

Installing the Boards



Tension buckle

(tighten after boards are assembled)

CVHA MODIFIED ICE Program

GAME PLAY





U8 and U9 Half Ice Games

Structure	Description
OFFICIALS	One per half-ice game, coaches
PUCKS	Black, 6oz regulation
NETS	2 nets, determined by facility
POSITIONS	Nothing defined, rotate
WARM-UP	2 minute warm-up
GAME TIMES	2x24 min periods run time
FACE-OFFS	To start game and 2 nd Half
SHIFT TIME	3 min shifts on automatic buzzer
LINES	4 on 4
KEEPING SCORE	NO, will not be kept
STANDINGS	NO, will not be kept



U8 and U9 Half Ice Games



Situation	Description
Off-side	None
Icing	None
Line Changes	Every 3 min. by automatic buzzer, puck is left where it is and play continues immediately as players get on.
Pucks Out of Bounds	Offending team backs away, Coach drops puck to non-offending team.
Goaltender Save	Shooting team backs away to centre on refs whistle, goalie passes to teammate and play resumes.
Goal Scored	Ref blows whistle. Scoring team backs away to centre, defending team removes puck from net and immediately starts on attack.
Penalties	Ref indicates penalty, if offending team has the puck, change of possession. At end of shift coach explains to offending player, who misses their next shift. Teams always play at even strength



How to Split Your Teams



As we are dividing our teams in two, the following is a guide for how to decide who is going on what side, and how that may change during a game, or during the season.

ZONE 1 – Players ranked 1 and 2

ZONE 3 – Players ranked 3 and 4

SPLITTING THE TEAM IN HALF

- The goal is to split your teams in half so that you are maximizing ice time for everyone. If you have 10 players you deem 1 and 2, do not go 10 and 6, even it out and take the bottom 2 from your top ten and put them with the 3's and 4's or vice versa.



How to Split Your Teams



Team:	CVHA FLAMES
<u>Rank</u>	<u>First Name</u>
1	JOEL
1	JEROME
1	LANNY
2	JOE
2	AL
2	CRAIG
3*	MIKKA
3*	MIKE
3	GARY
3	THEO
3	MARK
3	DOUG
4	RICK
4	HAKAN
4	JAMIE
4	JIM

- For example, if all 16 players on this team showed up, this is how you could split the teams in half
- The 3* players, MIKKA and MIKE might be the top ranked 3's, or that week you want to give them the chance to skate with the better players, while the following week GARY and THEO might play with the top group.
- Equally split regardless of rank. The key is for equal playing time!

CVHA MODIFIED ICE Program

GOALIES





GOALIES



Each coach has been given a set of goalie equipment from the CVHA so that they can rotate the players as goalies to give them the opportunity to experience being a goaltender. **It is not necessary to have a goalie in net but strongly encouraged.**

In games where you have 2 goalies (1 per team):

Keep both goalies on the same side and switch sides for period 2. The goal of the session is to get each side to shoot on the goalies.

In games where you have 1 goalie only (from 1 team):

The goalie takes turns every 12 minutes in each net so each team gets to shoot on the goalie and the goalie gets to experience different shooters.

In games where you have 0 goalies:

Play 4 on 4 with open nets. You can turn the nets around to face the boards so that players are forced to pass and skate to score.

CVHA MODIFIED ICE Program

COACHES ROLE





COACHES ROLE



1. To start the season one coach per team per side should be on the ice to help the ref with the flow of the game, or in the case there is no ref, running the game in lieu of the ref. The coach may also instruct and coach all players during game play. The goal is to eventually not be on the ice, but that will be determined by how your players are able to independently handle the game.
2. Coaches on the ice should help with line changes and getting the 4 players on the ice off immediately on the buzzer. This will help with the flow of the game and help instruct the players on getting on and off the ice quickly. There will be a learning curve here.
2. Coaches should also be watching for the integrity of the boards and re-aligning them if they are bumped or moved.
3. Coaches should be on the benches to help organize the players. They are to prepare the next 4 players to go out on the ice when the buzzer goes, and when the 4 players come off.
4. **Equal ice time applies!!!**



EQUAL ICE TIME



EQUAL ICE TIME APPLIES AT ALL TIMES!!!

The goal of house league hockey is for equal ice time so that every player experiences the same amount of ice time. Power lines are prohibited, and double shifting players is not allowed. The role of a coach in house league is to develop players and provide a fun and exciting time when players come to the rink so they want to keep playing the game of hockey. It isn't to determine line combos or put your better players out on the ice more often. That is rep hockey, not house league hockey!

Here is an example of how to run your lines. Remember, game times are 2x24 minute periods with an automatic buzzer every 3 minutes with running time.

If you have 9 players in one zone, you number each player and you role your 4 on 4 lines like this:

Line 1: 1,2,3,4
Line 2: 5,6,7,8
Line 3: 9,1,2,3
Line 4: 4,5,6,7
Line 5: 8,9,1,2
Line 6: 3,4,5,6
Line 7: 7,8,9,1
Line 8: 2,3,4,5
Etc.....



Where Should Coaches Be?



The Coaches of each team are required to work together for the benefit of the players and to ensure a fun and safe game experience. It is critical that the coaches of both teams talk before they go out on the ice so they know what is going on.

Ideal coaching placement:

Zone 1 – 1 coach from each team can be on the ice

Zone 2 – 1 coach from each team can be on the ice

Bench 1 and Bench 2 – Remaining coaches from each team split on each bench to run their respective teams.

The coaches that are in Zone 1 or 2 (games) are working together for the benefit of both teams. They are there to **help instruct their players in basic game play but MUST be there simply to instruct. YOU ARE NOT THERE COACHING YOUR TEAM TO VICTORY.** Both coaches should be positively reinforcing good plays, but are not there to cheer their team on and constantly commentate what is happening. Provide instruction and encouragement and help the game flow by adhering to the rules of play.

Leave the officiating to the referees. Your goal is to ensure that players understand line changes on and off the ice and the flow of the game so that refs can be the only ones running it!



COACHES ROLE



1 Coach per team per side may be on the ice to start the season!

1. Making sure your team is ready to go ON TIME!!!
2. Ensuring the safety of the players throughout the game (pile ups, hitting the boards, whacking at the puck when under or near a player, etc...
3. Moving players back and ensuring the proper format of the game is being played (backing off players after a save or a goal). The referee should be the main person doing this, however, please help!
4. Ensuring that line changes are ready to happen and are coordinated in a fast and efficient manner to allow for maximum playing time. Get players on and off the ice quickly so time isn't being wasted. This is a major task near the beginning!
5. Noting the time to make sure goalies are being rotated as per the goalie rotation protocol.
6. Ensure that all players are off the ice promptly.

HELPING PUT UP THE BOARDS AND TAKING THEM OFF WITH THE REFEREES. COACHES FROM EACH TEAM SHOULD BE ASSISTING!!!!

CVHA MODIFIED ICE Program

SUMMARY





Game Management



WHAT IS GAME MANAGEMENT?

Coaches working together to ensure that the games start and end on time, have an even flow to the game, and players have a fun experience.

HAVE A PLAN!

- Working to get the boards on and off the ice in a timely manner.
- Making sure your team is ready to go on the ice at the right time.
- Coaches ready to go once on the ice and know which players will be on what side of the ice.
- Line changes are ready to go, and players are organized during the game, so they know which are on next, and which are to come off.
- Understanding the rules and format of the game and being consistent in applying it so that the players have a structure and learn what to do.
- Managing goalies properly so that both sides get even exposure.
- At the end of the game, making sure players leave the ice surface in proper time.

CVHA MODIFIED ICE Program

U8/U9 Questions???

