

CVHA MODIFIED ICE Program

U8/U9 GAME PLAY





GOAL OF MODIFIED ICE 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

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

FUN!!



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



CVHA Home About Us House League Registration What We Offer Awards of Recognition Sponsorship Tournaments Player Mentors Forms News Classifieds
 Registration Now Open! Online Stores

IP Coach Meeting U6-U7-U8-U9 Coaches Meeting to be held to go over GAME PLAY!!! Tuesday, October 24 at 8:00pm!

Home Page News Calendar Coaching Certifications Rowan's Law

LATEST NEWS
 Organization: **No Latest News**
 Submitted By Auto on Oct 21, 2023 (0 views)

Check back later for some exciting news about our program.

GTHL
 GTHL - GTHL hosts first Development Day of 2023-24 season, welcoming 80 participants

HOCKEY CANADA
 Schedule announced for 2023 Para Hockey Cup

Section 11: Maltreatment

UPCOMING EVENTS

OCT 24	9:00 PM - 10:00 PM U6-U9 Coaches Meeting - Game Play Online	OCT 29	9:00 AM - 2:00 PM Game Play for U6/U7/U8/U9 Starts! City of Vaughan Arenas
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Coach Manual
COACHING MANUAL

HC Drill Hub

Practice Plans

UP NEXT **FULL CALENDAR**

Today 0 events	Sun 0 events	Mon 0 events	Tue 1 event	Wed 0 events
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Follow Us:

City of Vaughan Hockey Association



RESOURCES

CVHA Coach's Manual





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!

The advertisement features a blue background. On the left, there is a circular logo for "HOCKEY CANADA DRILL HUB" with the Hockey Canada and Samsung logos below it. Below the logo, the text reads "Practice Like Team Canada" in large white letters, followed by "Access a Library of Free Drill Videos & Diagrams" in smaller white letters. At the bottom left, the URL "HockeyCanada.ca/DrillHub" is displayed in red. On the right, a white Samsung tablet is shown, displaying a video of a hockey player in a red Team Canada jersey and helmet, holding a hockey stick and preparing for a shot.



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



U8/U9 Season Structure



SATURDAYS

U8 - All 5 teams practice

U9 – All 4 teams practice

SUNDAYS

U8 – Half-ice games; practice

U9 – Half-ice games (moves to full ice Jan.19)



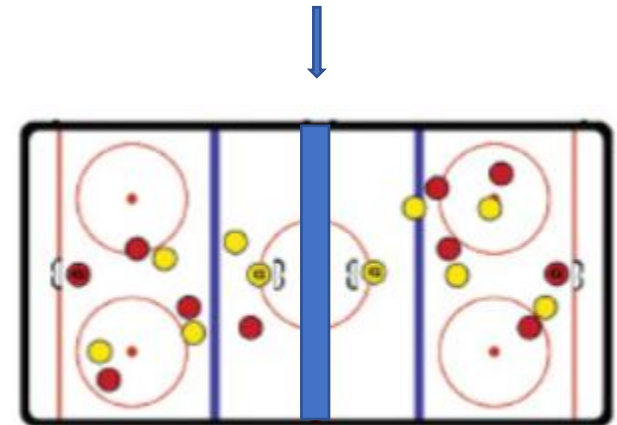
GAMES RINK SET-UP



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

AI 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



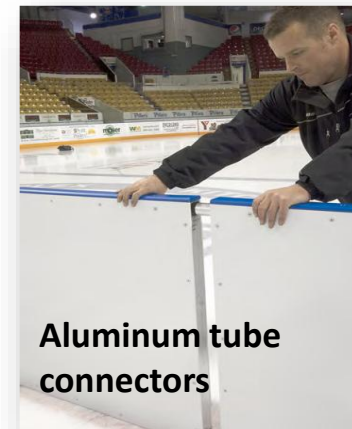
Flared end boards



Panel with door



Tension buckle



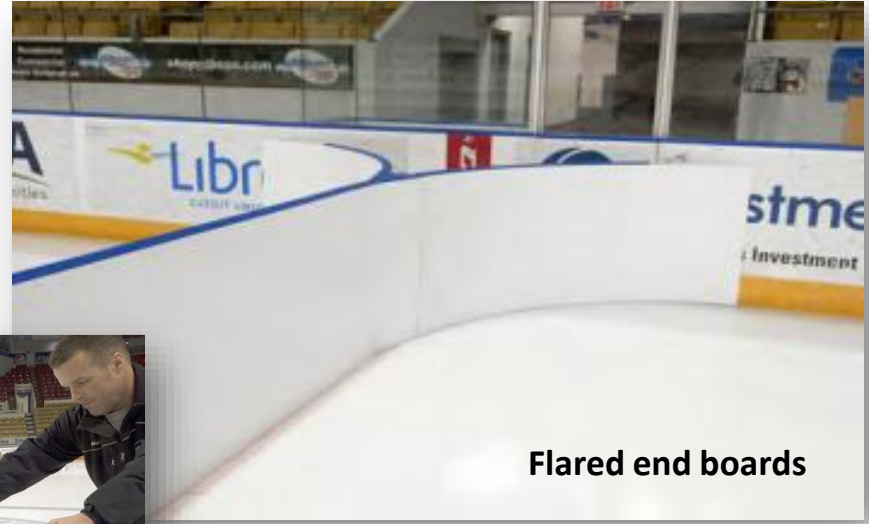
Aluminum tube connectors



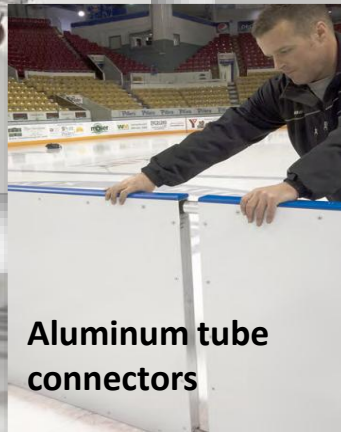
Installing the Boards



Boards on trolley



Flared end boards



Aluminum tube connectors



Panel with door



Tension buckle



Installing the Boards



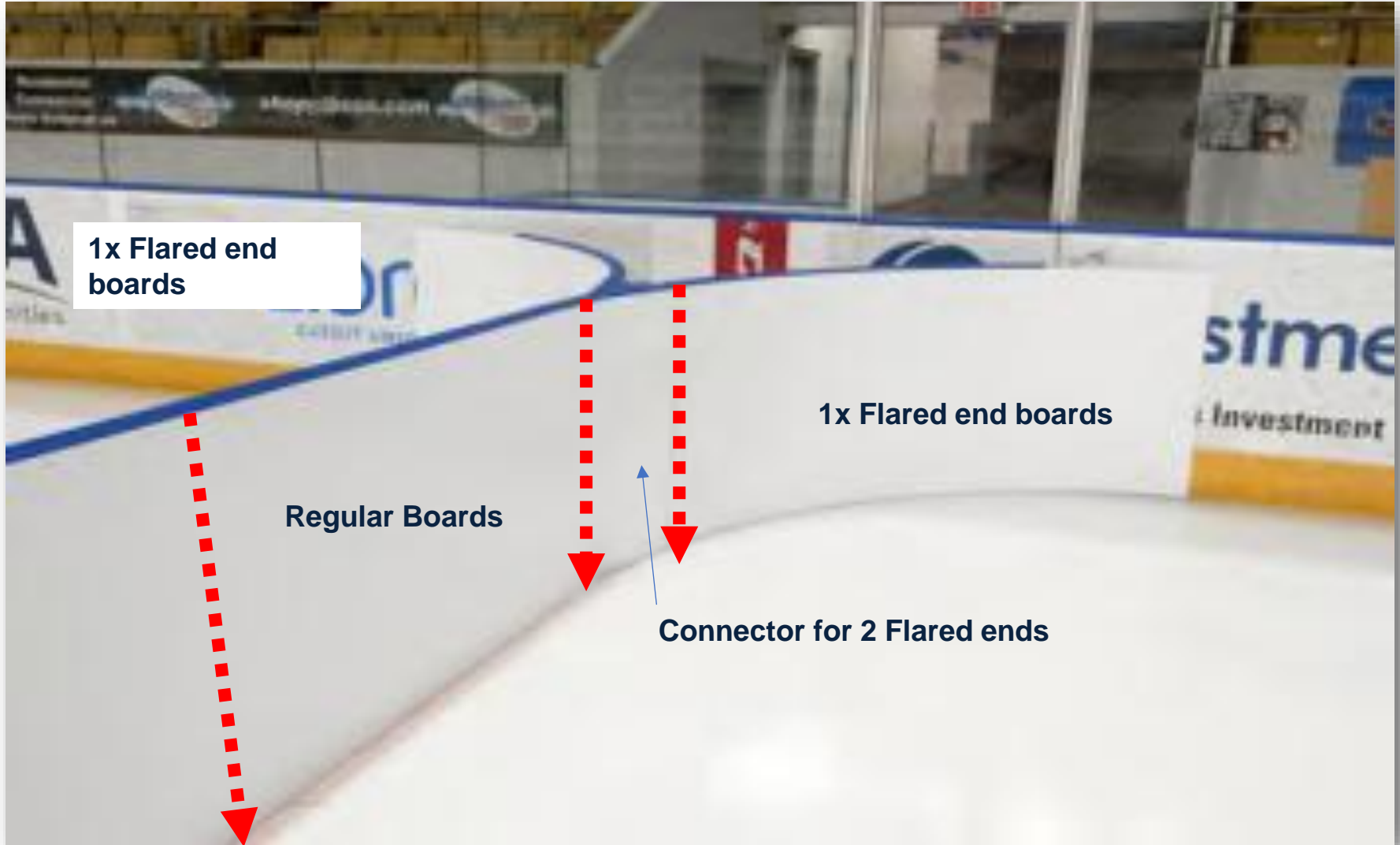
Boards on trolley



**Aluminum tube
connectors**



Installing the Boards



1x Flared end boards

Regular Boards

1x Flared end boards

Connector for 2 Flared ends



Installing the Boards



Panel with door

Put closer to benches!



Installing the Boards



Tension buckle

(tighten after boards are assembled)



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 PUT OUT YOUR PLAYERS IN SHIFTS

If you have two shifts of players in one zone, try to assemble the top 4 players on one shift and work with the other coach so they are facing off against the other top 4. The next 4 in skill will play against the same from the other team. This won't be perfect as it depends on who shows up on any one day, but you need to talk to the other coach to make sure you are making it as even as possible.

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 half way through the game as their level of play dictates or you need to balance off the sides.



GOALIES



In the event no child has identified as wanting to play in net, each coach may get 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.

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.



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, but 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 (should be the coach taking care of the line change whistles!).
6. Ensure that all players are off the ice promptly.



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.