

TWO TEAM MODEL



The recommended Game Play format for Cross-Ice & Half-Ice hockey games is referred to as the Two Team Game Play Model. This model puts the least amount of stress on the facility for dressing rooms and for the scheduling of games.

- In this model, two teams would be scheduled to play against each other.
- Each team will could consist of up to 18 players divided in to two units of 9 players.
- Each team unit of 9 players will have 1 goaltender and 8 skaters. Smaller numbers will allow for players to double shift to ensure the game is always 4v4. Coaches must make sure all players take turns double shifting.
- In some minor hockey communities, team composition may be much smaller. If this is the case, the ice is still divided in two halves, but only one half will be used for game play.
- The other half of the ice can be used as a practice surface for a third
- During the Transition Phase to Full-ice, at Novice, the two teams play a regulation game on full-ice.

FOUR TEAM MODEL

The Four Team Game Play model provides an alternative option to the Two Team model and would include smaller roster of 8-12 players.

This model can be used for both Cross-Ice and Half-Ice hockey games.

COACH EDUCATION | Coach 1-Intro to Coach



The NCCP Coach 1 - Intro to Coach clinic is tailored for the coach who will be coaching at the Initiation, Minor Novice or Novice age groups.

Designed with focus on communication, teaching skills, leadership, skill analysis, lesson organization and safety and risk management, coaches will step onto the ice confident in their ability to encourage participation amongst athletes while helping them have fun!

The NCCP Coach 1 - Intro to Coach Clinic focuses on getting players moving in the right way and enjoying themselves while introducing them to the sport of hockey. Coaches will also learn the fundamentals of fitness and how to be a positive role model to their athletes.

LEARNING OUTCOMES

The program is based with the players' development in mind, starting with basic, technical skills. Upon completing this clinic, you will be trained to:

- Use HOCKEY CANADA resources to plan on/off-ice activities;
- Communicate effectively with players, parents, officials and league administrators;
- Encourage participants and work within fair play guidelines;
- Conduct safe, effective and age appropriate on-ice practice drills;
- Apply an ethical decision making process.

SETTING UP THE RINK

CROSS-ICE RINK CONFIGURATION OPTIONS

1-Scrimmage / 4-Skills Stations

The Cross-Ice scrimmage in this set-up is part of the overall practice plan. Effectively becomes the fifth skills station. Keeps all players active, on the ice and engaged.

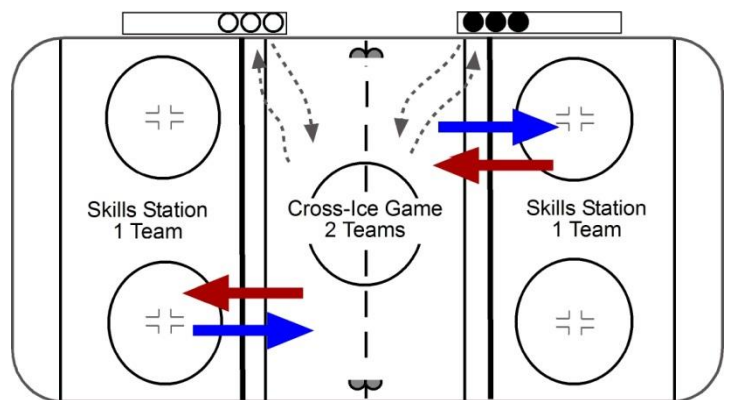


1-Scrimmage / 2-Skills Stations

In this set-up, there are four (4) teams on the ice together.

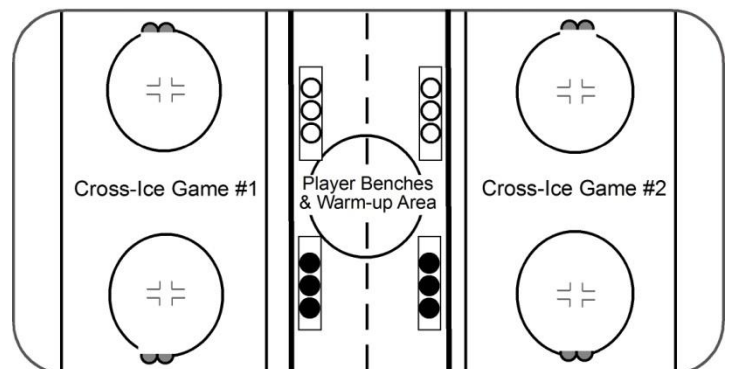
For the first half of the session, two teams play Cross-Ice in the middle rink section. The two other teams 'practice' in the two 'end' zones.

Half-way through the session, the teams switch - the two teams in the Skills Stations move into the middle to play against each other and the two teams that were playing move into the two Skills Stations.



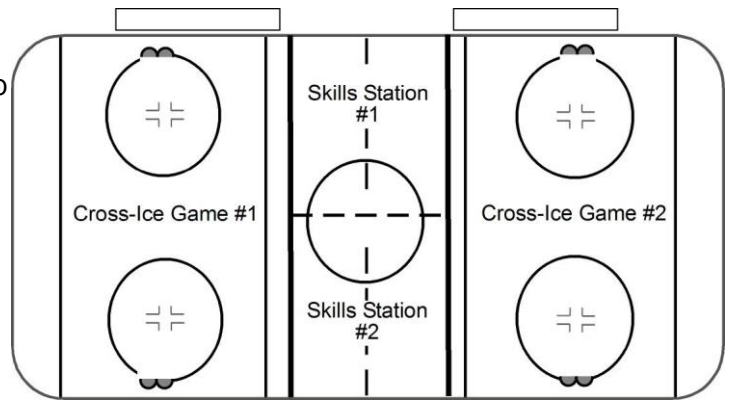
2-Games

Two Cross-Ice game run simultaneously. Neutral zone is set-up for the player benches. This could be used during a jamboree.



2-Games / 2-Skills Stations

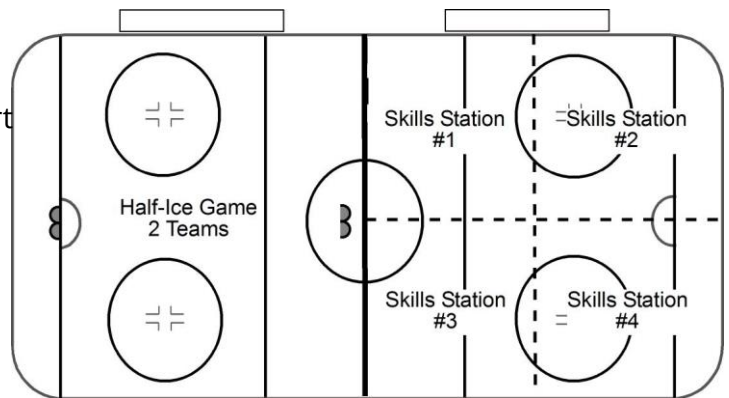
A variation on the previous set-up where two (2) skills stations are set-up in the neutral zone and all players are active and engaged.



HALF-ICE RINK CONFIGURATION OPTIONS

1-Scrimmage / 4-Skills Stations

The Cross-Ice scrimmage in this set-up is part of the overall practice plan. Effectively becomes the fifth skills station. Keeps all players active, on the ice and engaged.



1-Game / 2-Skills Stations

Variation of the previous set-up. Could have four (4) teams on the ice – two (2) playing Half-Ice game and two (2) in skills stations, or; Have two (2) teams playing and instead of players sitting on the bench, have them active between game-shifts in the skills stations.

