

# SCMHA INITIATION JR. WARRIOR DEVELOPMENT PROGRAM ASSOCIATION IMPLEMENTATION GUIDE



# INITIATION (5&6 YEARS OLD)

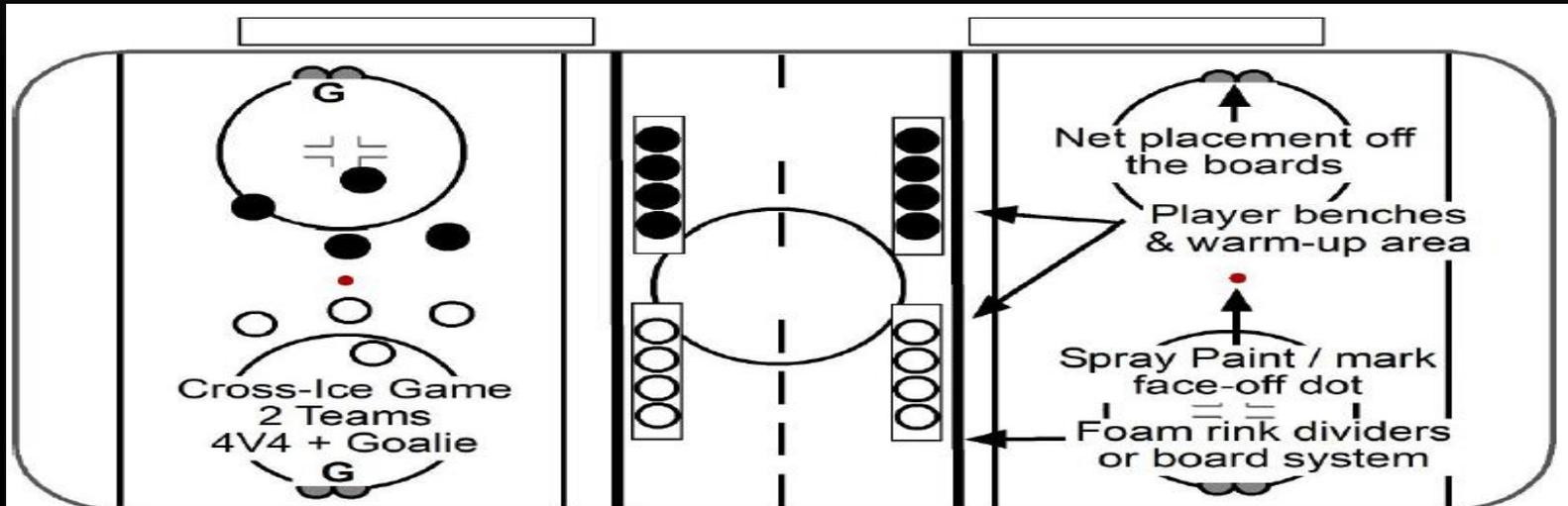
## SEASONAL STRUCTURE EFFECTIVE 2018-19



MONTHS	September – October	November – March
<b>PHASE</b> 26 weeks	Development Season 6 Weeks	Regular Season 20 Weeks
<b>VOLUME</b> 42 practices 22-30 games 3 tournaments	12 Practices Hockey Canada Curriculum Station-based 85% technical skills	30 Practices Hockey Canada Curriculum Station-based 75% technical skills
	4 Games Cross-Ice	18-26 Games Cross-Ice
	None	3 Jamborees after December 1
<b>FACTORS</b>	3:1 Practice to Game 5:1 Player to Coach	2:1 Practice to Game 5:1 Player to Coach
<b>TIERING</b>	Tier players of similar skill All tiers allocated same number of practices and games All tiers work on same skills	
<b>POSITIONAL PLAY</b>	Rotate all players through all positions No Full-Time Goalies – every player takes a turn in goal	

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## GAME FORMAT | CROSS-ICE EFFECTIVE 2018-19



<b>TEAM FORMAT:</b>	Two Team Model	<b>GAME FORMAT:</b>	4 V 4 plus Goaltenders
<b>GAME LENGTH:</b>	Two 22 minute halves (44 minutes)	<b>OFFICIALS:</b>	N/A
<b>WARM UP:</b>	3 minutes	<b>SCORE KEPT:</b>	None
<b>PUCKS:</b>	Regulation Blue Puck	<b>BENCHES:</b>	Teams share benches
<b>RINK DIVIDERS:</b>	Optimal: Foam rink dividers or board system		
<b>FACE-OFF DOT:</b>	Spray paint or draw face-off dot in the middle of each Half-Ice rink		
<b>NETS:</b>	Small (3' x 4') or Regulation (4' x 6') - both are acceptable Place nets on edge of centre circle using the line of the circle as the goal line		

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## GAME PLAY GUIDELINES | CROSS-ICE EFFECTIVE 2018-19



<b>FACE-OFFS:</b>	Start of Game & Second half	<b>OFF-SIDE &amp; ICING:</b>	None
<b>SHIFT LENGTH:</b>	<ul style="list-style-type: none"><li>• Buzzer is set to 1:00 minute shift length intervals</li><li>• On buzzer, players leave puck where it is and go to bench</li><li>• Referee will direct players to "leave the puck"</li><li>• Players on bench come on the ice and continue to play</li><li>• If there are fewer than 4 players on the bench, the active player designated to stay out for the following shift must tag up at the bench prior to racing to play the loose puck</li><li>• Both games synchronized through official</li></ul>		
<b>PUCK OUT OF PLAY:</b>	<ul style="list-style-type: none"><li>• Referee drops new puck to non-offending team</li></ul>		
<b>GOALTENDER FREEZES PUCK:</b>	<ul style="list-style-type: none"><li>• Team that shot the puck backs off</li><li>• Referee blows whistle to indicate shooting team to back off and call out possession of team that now gets the puck</li><li>• Goaltender gives puck to a teammate to begin play the other way</li></ul>		
<b>WHEN GOAL IS SCORED:</b>	<ul style="list-style-type: none"><li>• Referee blows whistle to signal goal</li><li>• Scoring team backs off to let the team that was scored on retrieve the puck out of the net</li><li>• Play resumes with team that was scored on going on offense</li></ul>		
<b>PENALTIES:</b>	<ul style="list-style-type: none"><li>• Referee puts arm up to signal penalty call</li><li>• If offending team has the puck it is a change of possession as indicated by the Referee and puck goes to the other team</li><li>• At the buzzer at the end of the shift the referee tells the coach what the penalty was and who got it</li><li>• Offending player misses next shift, team still plays full strength</li></ul>		