

SCMHA TYKE JR. WARRIOR DEVELOPMENT PROGRAM ASSOCIATION IMPLEMENTATION GUIDE



TYKE (7 YEARS OLD)

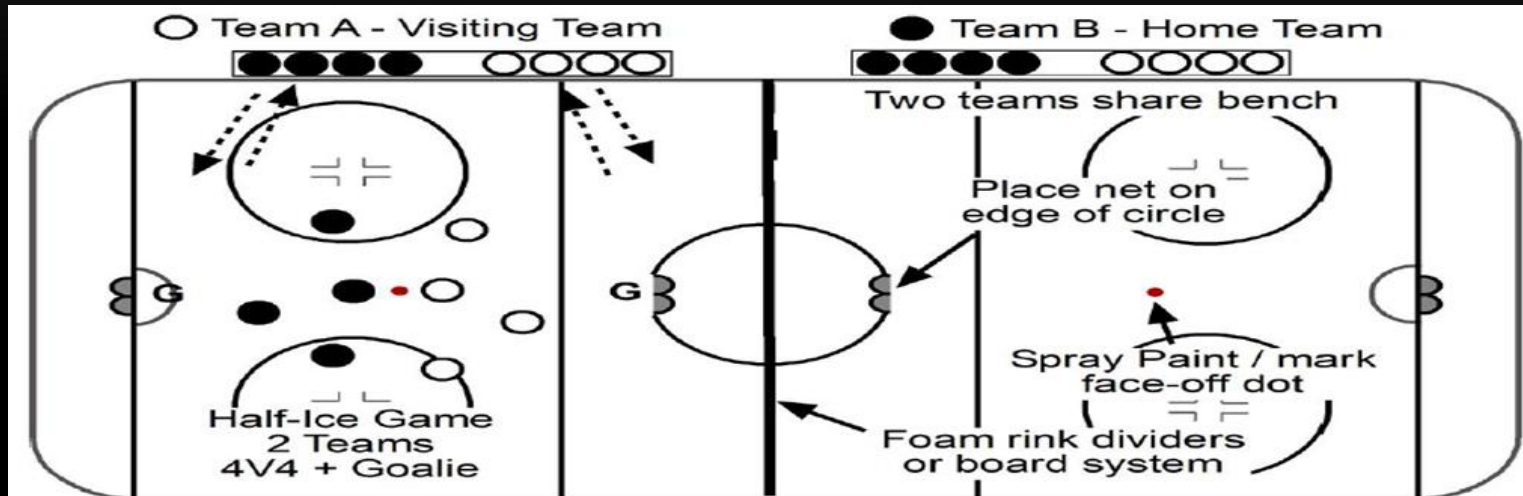
SEASONAL STRUCTURE EFFECTIVE 2018-19



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

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GAME FORMAT | HALF-ICE EFFECTIVE 2018-19



TEAM FORMAT:	Two Team Model	GAME FORMAT:	4 V 4 plus Goaltenders
GAME LENGTH:	Two 22 minute halves (44 minutes)	OFFICIALS:	1 or 2 per game - both are acceptable
WARM UP:	3 minutes	SCORE KEPT:	None
PUCKS:	Regulation Blue Puck	BENCHES:	Teams share benches
RINK DIVIDERS:	Optimal: Foam rink dividers or board system		
FACE-OFF DOT:	Spray paint or draw face-off dot in the middle of each Half-Ice rink		
NETS:	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 | HALF-ICE EFFECTIVE 2018-19



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