



Operations Manual

2019-20



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Timbits Hockey. Where the first goal is having fun!

Section 1: Timbits Program

Overview

The Timbits Program is a partnership between Tim Hortons, Hockey Alberta, and Hockey Calgary that focuses on skill development and the FUNdamentals of hockey for children aged 5 and 6.

This grassroots hockey program is the first step in a player's hockey career with an emphasis on the FUNdamentals of the game stressing the importance of fun! The Timbits Program provides an opportunity for players to meet new friends while gaining a firsthand experience in the game of hockey. The coaches who partake in the Timbits program are encouraged to gain coaching knowledge through coach clinics.

About TIMBITS

The Timbits Minor Sports Program is a community-oriented sponsorship program that provides opportunities for kids aged four to nine to play sports. The philosophy of the program deemphasizes winning and losing, and focuses on learning new sports, making new friends, and just being a kid.

Due to sponsorship from Tim Hortons, Hockey Calgary is able to run the TIMBITS program for Initiation Program level children aged 5 to 6. With the support from Tim Hortons, Hockey Calgary is able to:

- Purchase jerseys;
- Host TIMBITS Festivals & Jamborees;
- Purchase pucks;
- Provide players with a TIMBITS Medal;
- Supply water bottles to various tournaments;
- Host educational sessions for coaches;
- Operate a learn to play hockey program for prospective TIMBITS players.



Philosophy

The Timbits Program encourages an environment in which children can learn the FUNdamentals of hockey in a safe, fun atmosphere that doesn't focus on winning. An Initiation Program's success will be measured by the levels of enjoyment and development achieved by the players. To optimize those levels of enjoyment and development, it is necessary for dedicated adults to play a large role as effective leaders and teachers who will create a safe, fun, learning, challenging and motivating environment for the player.

Objectives

- Provide a positive environment for learning the FUNdamental skills of hockey
- Create a safe environment for players to experience the sport
- Incorporate physical literacy, fair play, co-operation and FUN into the sport
- Stimulate interest and desire to continue playing the game of hockey
- Develop basic hockey skills
- Increase opportunities for players to touch and handle the puck
- Develop self-esteem through a sense of achievement
- Teach the basic rules of hockey

Program Guidelines

- Timbits (initiation) teams should consist of **18 players per team (acceptable range of 17-19)**
- All practices should utilize **stations** and informal games are to be **cross-ice**

Decrease the space, increase the pace

- **Teams must not spend more than 1/3 of their practice playing in a formal game format**
- The use of bumpers as rink dividers is encouraged
- The Blue Lightweight (4 oz.) puck will be the official puck, we also recommend the use of tennis balls, soccer balls, rubber chickens and other items to create a fun atmosphere
- Players should be grouped based on appropriate skill level to allow for appropriate development
- Practice Structure
 - 10 minutes FUN warm up (games/tag/keep away/etc.)
 - 40 minutes of individual skill development - Skating, stickhandling, passing, shooting, agility
 - 10 minutes - cross ice games
- All practices should be upbeat, high energy and most importantly **FUN**
- Game Operations:
 - No scorekeepers are needed, timekeepers can be used to signal shift changes
 - Officials: **The use of officials is not permitted.**
 - Goalies: No goalie equipment is used in formal games

Timbits Jamboree

Jr. Timbits – Generally 1st Yr. Players
All beginner players aged 5 & 6

Sr. Timbits – Generally 2nd Yr. Players
5 & 6 year olds based on skill level

Associations should ensure that in each of the Jr. and Sr. Timbit categories, the skill levels among all teams are equally balanced. ***Tiering is not allowed in Timbits Hockey.***

Timbits Jamboree

Each year Hockey Calgary puts on a Timbits Jamboree. This event is a celebration of Timbits hockey and its attributes. The Timbits Jamboree is a family orientated day where families can enjoy the success of the season. Each player who attends the Jamboree receives their Timbits Medal, honoring each player for a job well done. There are also several prizes and gifts donated each year through our sponsor, Tim Hortons. Coordinators are provided with further information mid-season.

The Four Pillars of a Solid Foundation

PLAYERS

- Exposure to a FUN philosophy that creates learning opportunities
- Focused more on informal games/drills rather than competing in games

PARENTS

- Provide leadership and training to volunteers as program instructors, managers and safety personal
- To become an active participant rather than an idle observer
- Exposure to informal and formal parent education seminars and information to ensure an understanding of the role of the parent and player development model in minor Hockey
- Complete Hockey Canada's Respect in Sport online course (1 parent per household)

COACHES/INSTRUCTORS

- Trained parent volunteers in Hockey Canada Coach Level 1 Program
 - (Mandatory one coach/instructor holds certification, but Hockey Calgary encourages all coaches/ instructors to take the course)
- Mentor other instructors new to the program
- Complete Hockey Canada's Respect in Sport online course (All instructors)
- Complete Hockey Canada's Safety in Sport online course (1 per team)

ADMINISTRATORS

- Conduct seminars to provide all information to effectively run the Timbits program and provide consistency within the Hockey Calgary Timbits Program

Section 2: Intro to Hockey

The future of hockey lies with today's youth.

Because of this, Hockey Canada and Hockey Alberta have developed age appropriate programming to encourage the growth of foundational skills for young players in hockey. Minor hockey associations and coaches lead the implementation of the Initiation and Novice programs with the assistance of volunteers, parents and others associated with hockey. The programming must provide opportunities for a wide range of people to get involved to improve the quality of the hockey experience through sound instruction and enjoyable play.



How a player gets his/her initial taste of hockey is crucial. Their first four years of hockey must be a positive experience full of fun and excitement. If the beginner has fun and develops some basic skills and builds confidence, there is a good chance they will go on to enjoy hockey for life.

In 1995, Hockey Canada passed a motion requiring the Initiation Program be implemented by every Minor Hockey Association across the country and to change their constitution/bylaws to reflect the creation of a new division in hockey. The Hockey Canada Initiation Program serves as a structured, learn to play hockey program designed to introduce players aged 5-8 to the game's basic skills in an atmosphere of fun and fair play.

Hockey Canada then took the next step, making it mandatory that all games are played on cross ice/half ice starting in the 2016-17 season for Initiation age category (ages 5 and 6) participants, and in the 2019-20 season for Novice age category (ages 7 and 8) participants.

Effective for the 2019-20 season, Initiation and Novice hockey in Alberta will run under the title **Intro to Hockey**. The goals and objectives of **Intro to Hockey** programming are to:

- Teach the **basic skills** of hockey so players can enjoy the game,
- Assist in the development and enhancement of **physical literacy and basic motor patterns**
- Deliver a program that is **age appropriate** for the size, skill and age of the players,
- Encourage the aspects of **fitness, fair play and co-operation** while having **fun** playing the game.

A minor hockey association's programming at the **Intro to Hockey** level will serve as an important building block upon which the entire minor hockey association is built. Youngsters at every level of play benefit from getting the “right start” in the game.

GROUPING OF PARTICIPANTS

Intro to Hockey participants will be split into single birth years.

Division Name	Age as of Dec. 31	Division Name	Age as of Dec. 31
Jr. Initiation (Timbits)	5-year olds	Minor Novice	7-year olds
Sr. Initiation (Timbits)	6-year olds	Major Novice	8-year olds
* Combined Initiation	5- and 6-year olds	* Combined Novice	7- and 8-year olds

Hockey Calgary will operate a **Combined Novice age category** for the 2019-20 season.

PRACTICE ENVIRONMENT

Full Ice Practice: 2-4 teams on ice - Half Ice Practice: 1-2 teams on ice

PRACTICE FORMAT	
Energizer Drill	Engage players through a fun game or unstructured drill to start.
3-5 Station Setup	Focus on technical skill development by utilizing circuits & continuous drills.
Finisher Drill	Fun small area game, relay race or high energy activity to finish.

When splitting up players for station work in practices separate based on skill so all players can be challenged by enabling coaches to progress and regress drills as needed based on the skill set of each station group.

Implementing a deliberate age appropriate program at the **Intro to Hockey** level will give the participants in your association the upper hand in “reaching their potential” as hockey players. The game is about the kids who play, and it is time to give the game back to them.

A wide variety of materials are available on the Hockey Canada website, and on the Hockey Alberta website:



- <https://www.hockeycanada.ca/en-ca/hockey-programs/coaching/initiation>
- <https://www.hockeycanada.ca/en-ca/hockey-programs/coaching/novice>
- <https://www.hockeyalberta.ca>

[Video: From a child’s perspective... Age Appropriate](#)

FUNdamentals 1 – Ages 5-6 – Initiation Program

The ultimate concentration of this age group is on the development of physical literacy. Fundamental movement skills should be mastered, motor development emphasized, and participation in many sports/activities is encouraged. For optimal skill acquisition, the basic hockey skills of skating and puck control are introduced through the Initiation Program. FUN competitions are also introduced in a team environment. Participants will learn all fundamental movement skills and build overall motor skills. Skill development in the FUNdamentals stage should be well-structured, positive, and FUN! The skill of skating speed can be developed quickly with players this age. Coaching should focus on developing skating speed in repetitions of less than 5 seconds. The ABC's of agility, balance and coordination should be emphasized through the teaching of skills and small games to emphasize the ABC's. Ensure that the skills the player acquires during the FUNdamentals stage will benefit them when they engage in recreational activities, enhancing their quality of life and health. Hockey Canada recommends in the early stages of FUNdamentals that players spend 85% of their time on the introduction and development of technical skills.

Initiation Program recommended practice time distribution:

- **85% Technical Skills**
- 15% Individual Tactics
- 0% Team Tactics
- 0% Team Play
- 0% Strategy

Technical Skill – fundamental skills that are required to play the game. (skating, shooting, passing)

Individual Tactic – action by one player using one or a combination of technical skills to create an advantage or take away the advantage of an opponent. (1 vs. 1)

Team Tactic – collective action of two or more players using technical skills and / or individual tactics to create an advantage or take away the advantage of an opponent. (3 vs. 2)

Team Play System – a pattern of play in which the movement of all players is integrated in a coordinated fashion to accomplish an offensive or defensive objective. (2-1-2 forecheck)

Strategy – the selection of team play systems in order to impose upon the opposition, the style of play and tactics which will build on the coach's, team strengths and neutralize those of the opponent while at the same time taking advantage of the opponent's weaknesses.



Ages 5-6 – Development

FUNdamentals – How they Learn

To educate and support associations in how children learn let's take a look at a report prepared by Ms. Madelaine Halle for the Montreal University on children ages 5-7 years old.

Motor and Perception Motor Skills

Children aged 5 years old tend to have difficulties in terms of the mechanical effectiveness of their movements and also in terms of combining movements like running and jumping, or running and throwing. Skating is not considered a basic skill but rather a specialized one. It requires control of such skills as running and balance, both barely mastered at this age.

Dexterity and eye-limb coordination improves at this age, but is still not very good. It will take them many repetitions to adjust. The 5-year old's can tell their right from left, only if they have practiced. They are conditioned to know the difference but have yet to understand it.

Children aged 7 years old begin to understand what right and left means in the environment: the right side of the ice, the left boards, etc. 5-year olds are already identified as right or left-handed, although in some cases their skill level is virtually equivalent.

Children aged 5 to 7 have just begun to see the link between an action and its result: shooting in a certain way will produce a certain result. They cannot structure their space such as moving half the length of ice or leaving one third of the ice free. They will try to do it, approximate it, because they don't really understand the exact value of numbers and fractions very well.

Motor development depends on experience but also on the child's physical and neuro development: the most developed are thus not necessarily the most skillful. Amongst children, there is a very large variation in motor skills, between motor activities like throwing and running, and between body segments such as upper and lower body skills. Accordingly, a 6-year-old child might be able to skate very well but shoot poorly, or control their right skate very well but their left one poorly. They need time to carry out instructions and need many repetitions to stabilize a movement and outside information to improve.

Cognitive Development

Children 5 to 7 years old decide to act solely on the basis of how things look. They can evaluate only one criterion at a time; they are either fast or accurate, but rarely intentionally both at the same time. Children aged 5 years old have a very hard time reversing things, doing an action or movement and repeating it in the opposite direction. They are still highly influenced by things that occur simultaneously, which are then considered cause and effect: I don't play well because my coach is watching me. Generally, they feel their point of view is right and much better than others' point of view, including the coach's.

Emotional Development

They hardly have two opposing feelings at the same time, like being disappointed with their own performance but pleased with that of their team. They have global self-esteem: they are either good or not good at all.

Social Development

They recognize authority mainly on the basis of social status: father, coach. They have their own understanding of justice: everyone should be getting the same treatment. Their friendships begin to be based on trust and reciprocity.

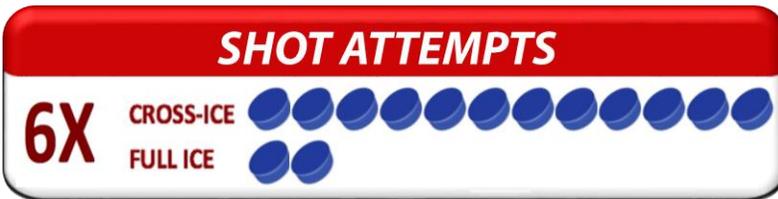
- Never: Assume they have bad intentions.
- Avoid: Presenting too much information at one time and hurrying them.
- Do: Give instructions with concrete benchmarks, visual, auditory or kinesthetic reference points; ask them to repeat your instructions in their own words.

Benefits of Cross-Ice/Half-Ice Hockey



Small spaces equate to more engaged in the play:

- All players are close to the play at all times and have much more opportunity for puck touches.
- Regardless of the skill level or the ability of each player, their opportunities to be engaged in the play increase by double when the playing areas is smaller.



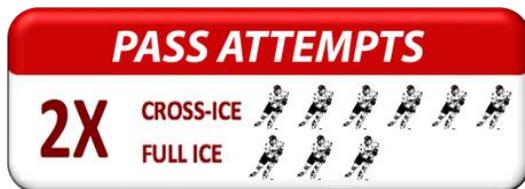
A very large difference between full ice and small areas:

- There are 6 times as many shots on goal or at goal in a cross-ice or half ice game.
- Players are closer to the puck at all times and the puck finds its way to the net much more often.
- Goalies are more engaged and feel a bigger part of the game.



Shrinking the playing surface increases offense:

- Players are much closer to the nets, skate shorter distance from goal to goal, and have increased opportunities for offensive play.
- Goalies are forced to make more saves thus increasing their development.



More of a team game is apparent:

- In the smaller area games, players are observed passing and attempting to pass the puck more often. This results for two reasons:
 - All players are close enough to pressure the puck more frequently.
 - Teammates are in close support of the puck carry at all times.



Short quick passes find their mark:

- In smaller spaces, more passes are attempted and most of these passes are 5 to 10 feet in length.
- When passes are shorter, accuracy improves, and players tend to have more success receiving the pass.
- Players also start to understand the importance of puck possession.

ICE TIME

2½X CROSS-ICE 00:24
 FULL ICE 00:11

Over double the ice time per player:

- Full-ice format gives players between 9-11 minutes on ice per game
- Half-Ice format gives players 24 minutes of ice time per game
 - Limited face-offs, rules, and stoppages ensures more time spent playing hockey

The Initiation Program provides children the opportunity to learn fundamental movement and fundamental sport skills in a quality sport program tailored just for them. The program maximizes ice utilization through the use of Teaching Stations, Cross-Ice Hockey, and Small Area Games. More puck touches mean more skill development and more fun! In the Cross-Ice environment, a player's activity increases and so does their skill set and love of the game!

- ✓ **Better Ice Utilization**
- ✓ **More players active during ice session**
- ✓ **Increased competition for all players**
- ✓ **Fun for All**



“You need to be able to make quick passes and have quick communication. Small area games are important.”

- Brianne Jenner
Canadian National Women’s Team

IHF Rationale

IHF | Cross-ice Hockey and Small Area Games

Cross-ice hockey or Small Area Games, simply defined are technical and game-like competitive drills that use a playing surface that has been reduced in size and allows players to practice hockey skills.

Small-area hockey actually has been around for as long as the game has been played. When players played on a pond did they use an ice surface 60 metres x 30 metres? No, they played in a small area that developed and sharpened their skills without the rules of off-sides, icing, penalties, face-offs, etc. Somehow coaches have moved away from this idea of practicing and playing in an environment with little control or structure, to one with greater control. Many of the greatest hockey players to ever play the game will attribute their success to growing up playing on the ponds and not in highly controlled practices!

When the playing surface is reduced in size, young players are being correctly prepared for the speed and quickness they will encounter as they grow older. Can you imagine a child eight and under playing basketball using a ten-foot basket? Cross-ice develops a positive environment, increases puck handling, and teaches puck protection by forcing players to play in smaller, confined areas.



IHF | Teaching Stations and Small Area Practices

For practicing it means that more players are on the ice but the group sizes are smaller. With more players on the ice it reduces the costs of the individual player for practicing. This increases the ice usage and the efficiency of the practice by increasing the activity level of the individual player during the practice as their involvement time grows. Time spent waiting in line for the next chance to go is greatly reduced. Players have more time with the puck for puck handling, passing and shooting. Drills are designed to focus on multiple skills and situations, increasing puck touches and situational repetition. On top of this the goalkeepers are more involved in the drills and get more shots to stop. Practicing cross-ice and in small areas is beneficial for players of all ages and levels and they have fun.

“Scaling down is important and the research shows that when children are more actively engaged, they touch the puck more often, have the puck on their stick longer, and are interacting with one another to a greater extent.”

*- Dr. Stephen Norris
Consultant to Hockey Canada*

Section 4: Seasonal Structure & Game Play Guidelines

Timbits (2013 and 2014 born players) - Structure

Special Rules Governing Timbits

- All teams must adhere to the Timbits Manual Format
- No team will name a captain or an assistant captain for games
- Coaches are permitted to use **up to 33% of their practice** ice time to play informal games within their association if their association permits

1. SEASONAL STRUCTURE (# OF GAMES/TOURNAMENTS PERMITTED)

Jr. Timbits – Generally 1st Year Players

- Informal games until November 30th
- Jr. Timbit teams are permitted to play a **maximum of 16 ‘formal-modified’ games** during the season while adhering to of the phase game maximums above. This includes exhibition and tournament games. **NO EXCEPTIONS.**

Junior Timbits - Age: 5								
Introductory Phase			Development Phase			Regular Season Phase		
<u>Sept. 15 - Nov. 30</u>			<u>Dec. 1 - Jan. 31</u>			<u>Feb. 1 - March 31</u>		
10	20	0	8	16	8	8	16	8
Weeks	Practices	Games	Weeks	Practices	Games	Weeks	Practices	Games
Total Practices: 40-50								
Total Cross-Ice Games: 12-16								
Maximum 2 Tournaments/Jamborees - HC Jamboree Excluded								
Maximum 1 out-of-town Tournaments/Jamborees**								

Sr. Timbits – Generally 2nd Year Players

- Informal games until November 15th .
- Sr. Timbit teams are permitted to play a **maximum of 20 ‘formal-modified’ games** during the season while adhering to of the phase game maximums above. This includes exhibition and tournament games. **NO EXCEPTIONS.**

Senior Timbits - Age: 6								
Introductory Phase			Development Phase			Regular Season Phase		
<u>Sept. 15 - Nov. 15</u>			<u>Nov. 16 - Jan. 31</u>			<u>Feb. 1 - March 31</u>		
8	16	0	10	20	10	8	16	10
Weeks	Practices	Games	Weeks	Practices	Games	Weeks	Practices	Games
Total Practices: 40-50								
Total Cross-Ice Games: 16-20								
Maximum 3 Tournaments/Jamborees - HC Jamboree Excluded								
Maximum 1 out-of-town Tournaments/Jamborees**								

Jr. & Sr. Timbits

- ****Out-of-Town** is defined as any rink outside of the Hockey Calgary Boundaries and thus requiring a travel permit. The reason for this limit is to help reduce the incremental costs associated with traveling to tournaments (hotels, food, gas, etc.)
- **Hockey Calgary Timbits Jamboree does not count towards any of the game limits**
- Any Timbits game hosted by a Hockey Calgary team/association must be played in a **Cross-ice format** (board to board, blueline down or between blue lines). However, teams are **permitted to play in a half-ice (goal line to redline) in games or jamborees hosted by other Minor Hockey Associations** provided they are sanctioned by Hockey Alberta. **Full ice games are not permitted.** (Rink diagrams found below in Game Play Section)

2. COACH REQUIREMENTS

Coaches at the Novice level are required to have the following certification:

- Coach 1 – Intro to Coach – 1 coach per 10 players - **teams will need 2 certified coaches**
- Respect in Sport (Activity Leader (different from parent edition)) – required for all coaches
- Safety Program – 1 team official for each team

3. TEAM SELECTION/EVALUATIONS

- Timbits teams are **evenly balanced** and are **not tiered** and therefore evaluations will be done to ensure skill levels are spread among each Association's teams
- Each Association will evaluate based on the procedures and protocols that are in place for their specific association
- Evaluation for Timbits must be done on ½ ice format
- It is recommended that Associations incorporate more than just game play into their evaluation process

4. ROSTER SIZE

Timbits will play 2 or 3 cross-ice 4 vs 4 games plus a player acting as a “goalie” simultaneously, therefore 8 skaters & 2 “acting goalies” are required. HC recommends a roster size of **18 players** (with a range of 17 – 20).

5. ESSO MINOR HOCKEY WEEK

Timbits teams do not participate in Essos Minor Hockey Week. Instead, Hockey Calgary runs the famous **Timbits Jamboree** each year in March as a celebration to close out the season. We encourage Timbit players to attend Esso Minor Hockey Week in January as spectators. Hockey Calgary looks forward to their involvement in the long-standing event starting in Novice.

6. TOURNAMENT/JAMBOREES

The playing of ‘Tournaments/Jamborees’ is an important part of culture, team building and fun of hockey playing experience. Hockey Calgary encourages teams and associations to continue to operate and attend these events while staying within the ‘Maximum Game’ guidelines a presented.

If hosting or operating a tournament please ensure that **no score kept**, and therefore **no winners or losers determined** throughout the event, therefore the traditional 4 team event with the top 2 teams playing in the final will not work.

- HC recommendations are as follows:
 - 4 team tournament - 3 game event – each team plays each team once
 - 5 team tournament - 4 game event – each team plays each team once
- **Entire schedule must be completed in advance of the start of the tournament**

7. TIMBITS GAME REQUESTS AND TOURNAMENT SANCTIONS

To submit a request for either an exhibition game or to participate in a tournament you will need a Hockey Calgary user account. Once logged in submit either the “Play an Exhibition Game” or “Play in a Tournament” form under the ADMIN tab, whichever is appropriate.

To host a tournament the host team must follow the Hockey Calgary Tournament Sanction process found on our website at www.hockeycalgary.com. Once the sanction request has been filled out, Hockey Calgary will sanction the tournament if it falls within the guidelines stipulated within this manual. All tournament rules are to follow the guidelines stated in this manual.

No tournaments or exhibition games will be sanctioned before:

- **November 30th for Jr. Timbits**
- **November 15th for Sr. Timbits**

8. EQUIPMENT

Pucks

- **‘Blue Pucks’ will be utilized for all Timbits games.**

Nets

- Smaller sized nets 3’ x 4’ foot are mandatory where available.

Boards & Bumpers

- Due to the game play format (described below in Game Play Section), bumpers should be used split between the two blue lines
- Hard Boards should not be used
- **PLEASE NOTE:** Not all rinks are equipped with bumpers. Please talk to your Association to find out whether the rink has bumpers, request permission from owner prior to usage.

9. COACHING RESOURCES AND BEST PRACTICES

- Use lots of pucks
- Be punctual – set an example
- Stations that focus on skill development
- Player feedback & individual attention
- Mix it up!
- Shared practices
- Bored (board) time – (Timbit practices can be run without any time drawing drills – Demonstrate!)
- Introduce children to the simple rules and ethics of sports
- Utilize the Hockey Canada Initiation Manual and this TIMBITS Manual

- Limit technical and tactical information communicated to the players - ensure players enjoy the game and want to continue to play in the future
- Utilize modified equipment age appropriate programming

“Tell me and I’ll forget, show me and I might remember, involve me and I’ll understand”
-Benjamin Franklin

[Hockey Canada Drill Hub](#)

[Hockey Canada Timbits Practice Plans](#)

[Hockey Canada Initiation Home Page](#)

[Hockey Canada/Hockey Alberta Clinics](#)

[Hockey Canada Coaching Home Page](#)

[Hockey Canada Network APP](#)

10. PRACTICE MODELS/PLANS

Associations are responsible to determine how many teams are on the ice for practice.

- Hockey Canada & Hockey Alberta recommend the following guidelines:
 - **Minimum 2 teams on ice, recommend 3 teams (40-60 players)**
- Instructor/Coach to player ratio should be approximately 5 to 1
- Coaches are encouraged to be creative and utilize the ice in different ways
- The goal should be to maximize ice utilization and keep the kids active
- Focus on specific skills and games using multiple **Stations and Small Area Games**

Modification:

Modify the Equipment (See section on Equipment)

- Use pylons for goals, make smaller nets, use Junior equipment, etc.
- Be creative with boards and benches to be used while dividing the ice
- Use targets or artificial goalies

Modify Players Playing the Game

- Match skill strength of opposing players
- Numerical advantages (i.e. 4 "C" players vs. 5 "D" players) & numbers playing (i.e. 3v3, etc.)

Modify the Basic Rules

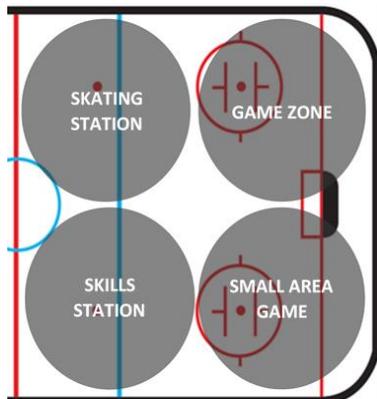
- Players must make a certain number of passes
- Players may only score a limited number of goals

Emphasize Skill

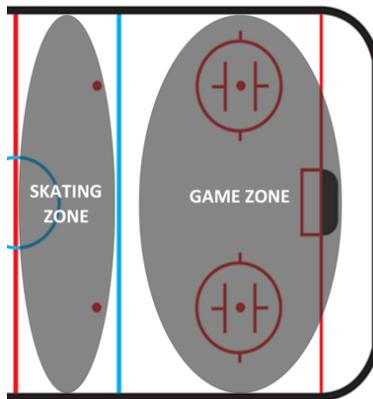
- Players can only skate backwards
- Players must only pass on the backhand
- Goals only scored on shots outside a certain radius are allowed

Examples of how to split up the rink:

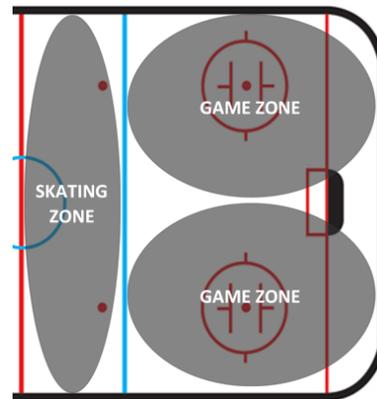
Half-Ice 4 Zone Option



Half-Ice 3 Zone Option

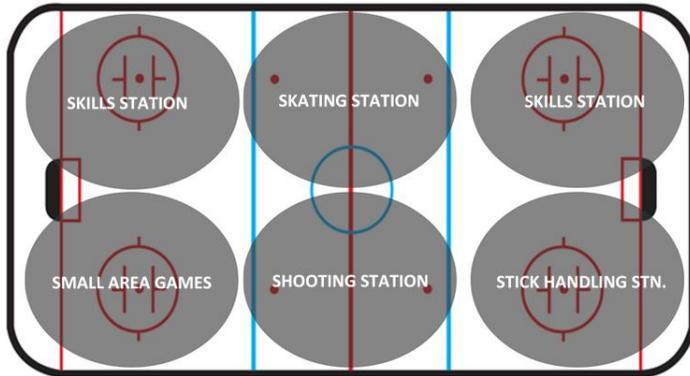


Half-Ice 2 Zone Option

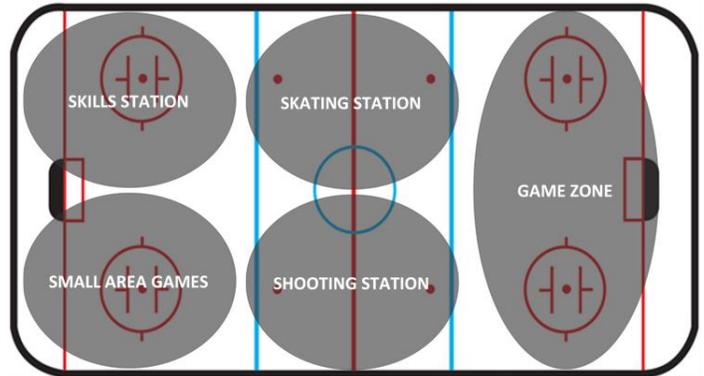


Decrease the space, increase the pace

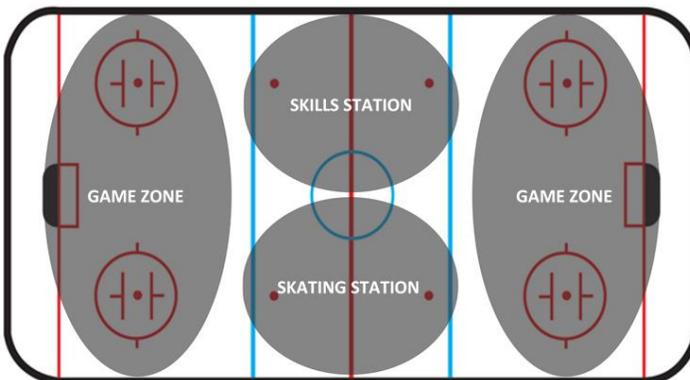
6 Zone Option



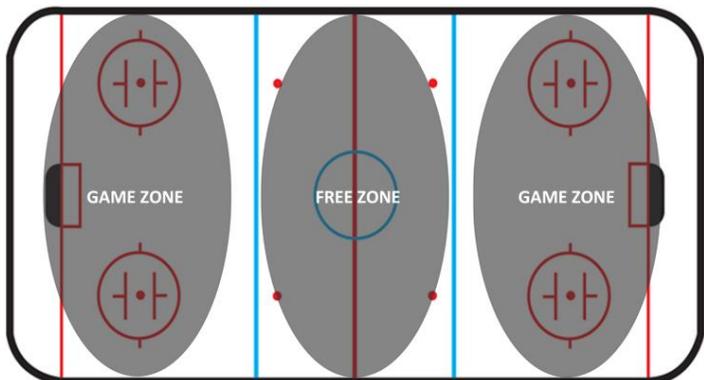
5 Zone Option



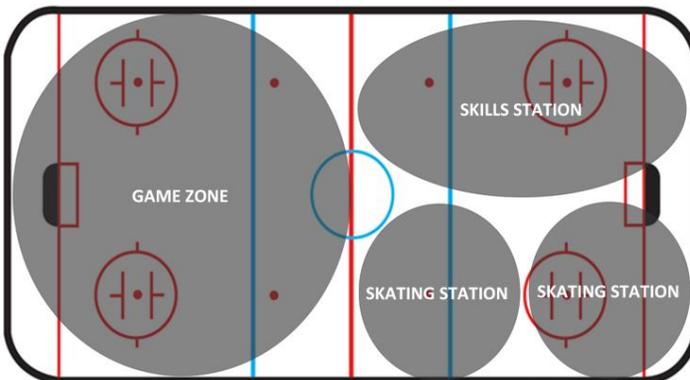
4 Zone Option



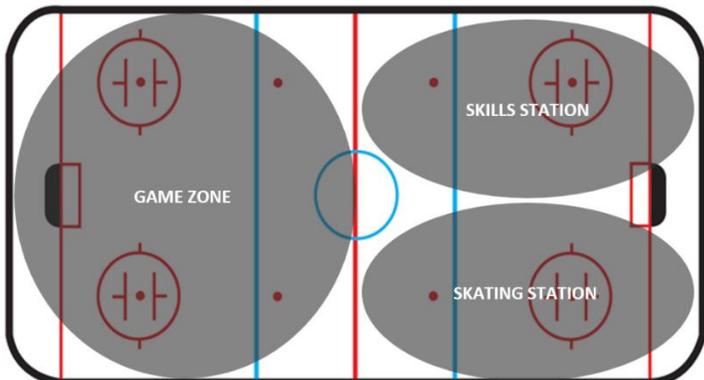
3 Zone Option



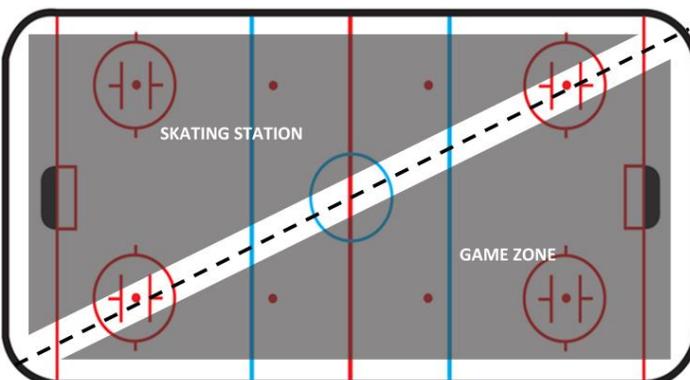
4 Zone Option



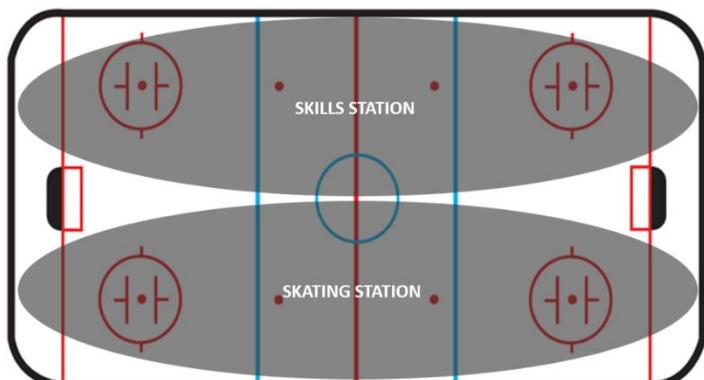
3 Zone Option



2 Zone Option



2 Zone Option



Decrease the space, increase the pace

Timbits – Game Play

As mandated by Hockey Canada and Hockey Alberta, Intro to Hockey is not permitted to play on a full-ice format. Novice hockey (ages 7 and 8) plays on a half-ice format, while Atom hockey (ages 9 and 10) plays on a full-ice format. In order to create a natural progression from Timbits to Novice to Atom, Hockey Calgary has mandated that all Timbit Hockey games will be played on a **Cross-Ice Format** (board to board, blueline down). This playing area is approximately 75% of a half-ice format.

1. GAME PLAY

- Games will be played split squad in a **Cross-Ice Format** (board to board, blueline down)
 - Half red vs. half blue at one end, and the other half of red and blue at the other end
 - Teams will kneel on the blue lines rather than use the benches
- 4 vs. 4 format plus 2 ‘acting goalies’ (no goalie equipment)
 - “Acting goalies” transition from “acting goalie” to ‘player’ after their shift
- In rare instances when a team does not have enough players to play two separate 4 vs. 4 games, 3 vs. 3 can be used (**See Appendix I**)

Primary Option:

The Game Play format is referred to as the **Two – Four Team Game Play Model** (see Figure 1). This model is built to allow two Timbit teams playing one another in two zones, while allowing for a ‘**Developmental Zone**’ in the neutral zone. Both teams will be divided into two units.

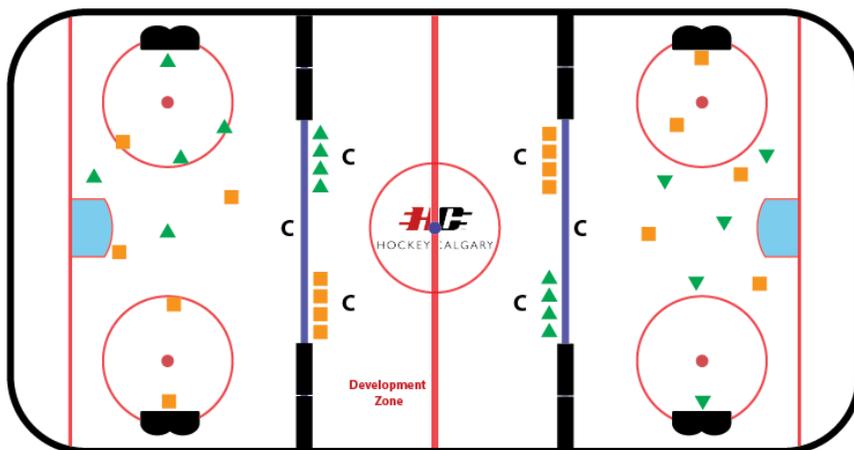


FIGURE 1: Two-Four Team – Two Cross-Ice Game Model

Secondary Option:

The Game Play format is referred to as the **Three – Six Team Game Play Model** (see Figure 2). This model is built to allow three Timbit teams playing one another in three zones. All three teams will be divided into two units.

Note: Mini teams will need to be equally balanced to ensure appropriate competitive balance when teams switch their opponent after the 1st half.

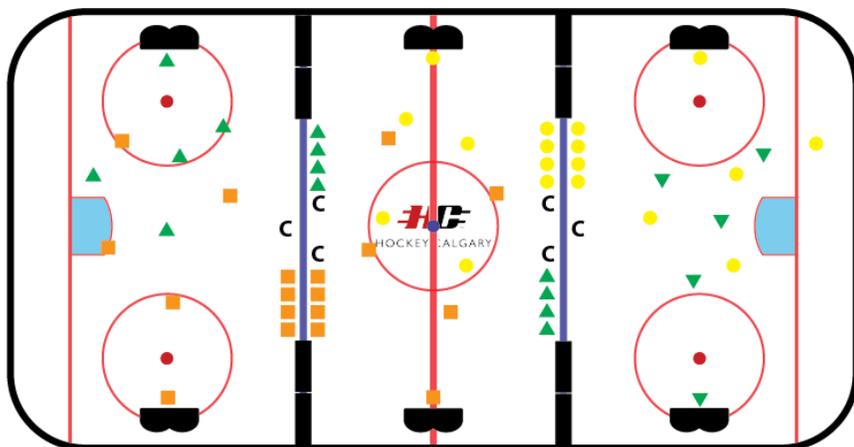
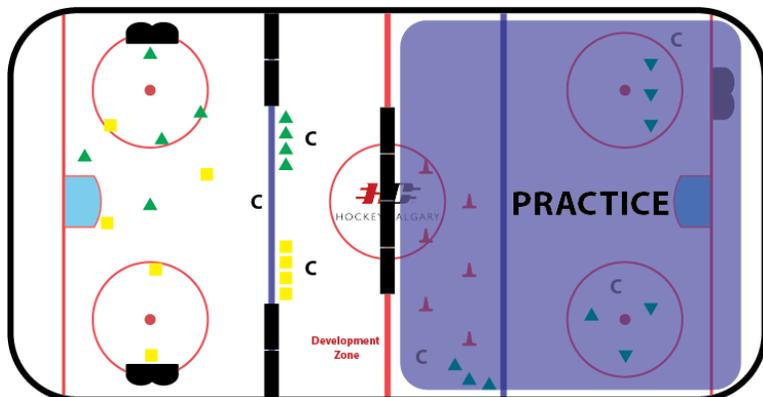


FIGURE 3: Three – Six Team – Three Cross Ice Game Model

Rare Instances:

When 1 team has a smaller team composition, the ice is still divided in zones, but only one half will be used for game play. The other half can be used as a practice surface for players to rotate through during the ice session (see Figure 2).

FIGURE 2: Two Team – One Cross-Ice Game Model – with Practice:



All Formal Games including tournament games hosted by Hockey Calgary Teams, will only be permitted to be played in a Cross-Ice Format (board to board, blueline down). However, teams are permitted to play in a half-ice (goal line to redline) in games or jamborees hosted by other Minor Hockey Associations provided they are sanctioned by Hockey Alberta. Full-ice games are not permitted.

2. GAME SET UP

- Cross-ice game will be played from boards to boards, blueline down at each end. Or from boards to boards in all three zones when using the Three – Six Team Game Play Model.
- Bumpers to be used



3. BOARDS/BUMPERS SET UP

- Set up/flood transition/tear down of Bumpers is the responsibility of the coaches, not referees or arena staff (unless otherwise indicated)
- **2 coaches from the home team and 1 coach from the away team** will be responsible
- **Certified and registered coaches** will be the only personnel permitted on the ice for board handling
- **Coaches will be required to wear helmets when handling bumpers on the ice (skates are recommended)**

4. GAME PLAY OVERVIEW

- Two face-offs during the game
 - One to start the game, and one to start the second half
- No official score will be posted
- No off-sides, No icing
- **Blue Pucks**
- The main score clock is used as the **time keeping device** for both games simultaneously
- **Coaches on the ice with skates.** There will only be a maximum of 4-5 players on each bench so this should be enough communication to players.

Decrease the space, increase the pace

5. SHIFTS/LINE CHANGES

- Shifts will be 1.5 minutes (90 seconds) in length. Buzzer will sound to signal to players to change.
- Resting players will take a knee on the blueline while they await their next shift
- When the buzzer/whistle sounds, players must relinquish control of the puck immediately and skate towards the blue line (players kneeling area) **with the exception of the 'acting goalie' who transitions to 'player' for the next shift**
- 4 new skaters enter the game surface area
 - 3 as 'players'
 - 1 as 'acting goalie'
- **Tag Up Rule:** 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 the play the loose puck.

6. DEVELOPMENTAL ZONE

- The 'Developmental Zone' has been added to allow opportunities to provide **individual instruction** and attention to players. Players and coaches will use the zone to varying levels. Some players will simply enjoy kneeling, taking a rest, drinking some water, and cheering on their teammates, while other's may require some individual coaching.
- **The 'Developmental Zone' is designed for coaches to:**
 - Look for and address 'coachable moments' in games (ex. Coach notices a player's passing is not accurate. Coach can take the player after their shift, correct the error, and execute a couple of repetitions within the 90 second rest)
 - Run an individual activity for a player who isn't tired, who needs an increased challenge, or who has trouble sitting still
- **The 'Developmental Zone' is NOT designed for Coaches to:**
 - Run full drills/activities between shifts
 - Grab each or a single player after every shift to work on skills
 - Over coach
- Documentation, guides, and examples of effective use of the 'Developmental Zone' will be formed by Hockey Calgary and circulated prior to the start of formal games.

7. CHANGE OF POSSESSION

- Goaltender freezes the puck – Puck shot out of play – Goal is scored
- Coach signals to the attacking team to back off 3 meters and defending/non-offending/conceding team gets possession
- **The goal is to keep the game moving with limited stoppages**

8. OFFICIALS/PENALTIES

- The use of Officials is **not permitted in Timbits**
- No penalties are to be called, but for teaching purposes, coaches can agree to have infracting player miss for their next shift. **Play will continue at even strength.**

9. LENGTH OF GAME

Typical time slots for Timbits ice times are 60 minutes but from time to time 75-minute time slots are allocated. For Timbits the Games will be continuous play, and operate as follows:

60 Minute Ice Slot

- 5 Mins. - Warm Up/Set Up
- 24 Mins. – Period #1
- 3 Mins. – Rest/Change Ends
- 24 Mins. – Period #2
- 3 Mins. – Shake Hands/Move Bumpers

75 Minute Ice Slot

- 5 Mins. - Warm Up
- 30 Mins. – Period #1
- 3 Mins. – Rest/Change Ends
- 30 Mins. – Period #2
- 3 Mins. – Shake Hands

- Teams will warm up at one end of rink ‘with their own team’, when it comes time to start play the coaches will assign ½ of their team and 2 coaches to the other end to begin the game play

Injury Time Outs

- The game clock is being utilized to run games at both ends of the arena, therefore when there is an injury timeout at 1 end the game clock will continue to run. This is the only time the game will not be continuous.
- During an injury time out players are asked to move away from the incident, take a knee and wait for direction from the official

10. LINE SELECTION

- Coaches are permitted, but not required, to split their mini teams into A and B rosters to ensure like abilities play together
 - **NOTE:** Consultation should be done with the opposing coach ahead of time
 - **NOTE:** in cases like these, teams do not switch ends at the half-way point.
- It is the expectation of HC and the member Association that the lines (players at each end) will change each game, and that the same players are not always playing together. A select few Top and bottom players may remain on A and B rosters throughout most of the year, however, the major of players (in the middle) should rotate though rosters frequently.

11. GAME SHEETS

Not necessary in Timbits



Section 5: Program Administration

Association's Responsibilities

Who enrolls in the Timbits Program?

All Hockey Calgary Players aged 5 & 6 will be enrolled in the Intro to Hockey Timbits Program also known as Initiation Hockey.

Hockey Calgary expects every Association within Calgary to refer to the Initiation Age Category (5 & 6 yr. olds) as the Timbits Program and Timbits Hockey.

The associations within Hockey Calgary, are expected to follow the guidelines stated within this manual. The associations are expected to run the Timbits Program as a FUNdamental program focused on fun and skill development within a practice setting. Hockey Calgary mandates that Timbit teams do not exceed the maximum amount of games stated within this manual.

Without the help of each and every association, parent, coach, and volunteer this program would not experience the success it has had in the past. Hockey Calgary deeply appreciates the time, effort and input everyone given to making this program not only a huge success, but also one of the nation's premier player development programs. **Associations are responsible to identify and recruit volunteers to manage the Timbits program.**

Every association will have its own unique design. However, the Timbits Program Manual, the Hockey Canada Initiation curriculum, and its development strategies should be followed in order to build a strong foundation of skills and ensure fun for all participants.

To-dos

- Maximize your ice time by putting upwards of 40-60 players on the ice at a time
- Provide coaches with the latest and most up to date resources to assist with seasonal planning and skill teaching. **Provide coaches with continuing education opportunities** with the support of Hockey Calgary and Hockey Alberta

Jerseys

All Timbits teams within Zone 9, Hockey Calgary will receive jerseys compliments of Tim Horton's. As a result, all Timbits teams are to wear their Timbits Jersey each and every time they are on the ice. No Exceptions. Jerseys are purchased as needed. The Association and the Timbits Coordinators will receive the Timbits Jersey order forms and work with Hockey Calgary to order as needed. Teams are able to order enough jerseys to meet the needs of its membership. There is no cost to the association when ordering jerseys. Hockey Calgary will order the jerseys on behalf of all Hockey Calgary Timbit teams.



The first goal is having fun

Key Roles for a Successful Program

No matter where associations recruit the volunteers necessary to conduct a successful Timbits Program, a strong nucleus of volunteers is essential. The Timbits program requires a number of roles to be filled to effectively operate the program and deliver the curriculum. However, in a number of minor hockey associations, a single individual may be able to fill one or more roles. The Timbits Program requires three key roles to be filled by individuals:

1. Timbits Off-Ice Coordinator--- Each association's elected personnel
2. Timbits Governor - League Wide Coordinator (Hockey Calgary)
3. On-Ice Instructors

By filling the Timbits Coordinator and Group Instructors Positions from people within your association, you are well on your way to staging a very positive and fun filled learning experience for beginner hockey players in your community. Each of these individuals has a specific role to play in the delivery of the Timbits Program; each somewhat distinct, yet, interdependent upon each other to achieve a successful program.

The Timbits Coordinator

A Timbits coordinator is directly responsible for overseeing the implementation and delivery for the program. This volunteer plans, organizes, and administers the program for the minor hockey association. The Timbits Coordinator can be an executive member of the minor hockey association or may simply be the liaison to the association's executive.

The Timbits Coordinator has several responsibilities to fulfill which require a number of administrative skills. Some of the duties of the Timbits Coordinator may include budgeting, liaising with the minor hockey association's executive, recruiting and placing of instructors, organizing the instructors' clinic, coordinating the evaluation of the program, undertaking special events, and recommending changes to the program and its delivery.

The qualifications for a Timbits Coordinator may contain the following requirements:

- Understanding of the fundamental elements of the Timbits Program
- Possess a commitment to the established goals of the Timbits Program
- Possess strong organizational, interpersonal and communication skills
- Have the ability to conduct group presentations
- Have the ability to liaise with volunteers, board members, administrators, instructors, parents, and players
- Provide adequate time to the delivery of the Timbits Program
- Has an enthusiastic attitude working with parents, administrators, and children

Specific responsibilities may vary from association to association but may involve:

PRE-SEASON

- Sourcing and organizing supplies (paper, pens, binders, lesson manuals, etc.)
- Collecting training fees (to conduct instructor training sessions)
- Room rentals (to conduct meetings)

- Handling promotion initiatives (posters, photocopying, pamphlets, CD's)
- Sourcing first aid supplies and kits
- Coordinating instructor recognition (certificates, etc.)
- Handling sponsorship
- Preparing of a preliminary ice schedule for lessons and/or mini---games
- Securing appropriate ice time in conjunction with the minor hockey association
- Preparing and implementation of recruitment procedures for participants, instructors and head instructors
- Coordinating the registration of participants
- Assisting in the selection and training of head instructor(s)
- Conducting a PARENT ORIENTATION MEETING to familiarize parents of prospective participants with the objectives of the Timbits Program, and how it is to be implemented in the association (Administrators Workshop Presentation)

ON-ICE DELIVERY

- Coordinating the initial evaluation of participants for the purpose of grouping
- Liaising with the minor hockey association's board, and/or Head Instructor and on---ice instructors, and the parents of the participants
- Coordinating special events (photo sessions, mini---games, etc.)

POST SEASON

- Collecting and gathering the Timbits Jerseys back from the team
- Preparing equipment and supplies for storage - Jerseys, Pylons, Pucks etc.
- Undertaking necessary actions for preparation for the next season

Timbits On Ice Instructor

The on-ice instructors of the minor hockey association's program are generally recruited from the participants' parents.

This position entails the delivery of the **Hockey Canada's Initiation Skills Development Manual**. The qualifications within a typical recruitment advertisement may contain the following requirements:

- Possess a coaching and/or hockey background OR a strong desire to begin to learn instructional techniques in the delivery of fundamental ice hockey skills
- Possess an enthusiastic attitude and desire to work with beginning hockey players
- Possess strong communication skills
- Possess a commitment to the goals and philosophy of the Timbits Program
- Coach Qualifications Required:
 - Respect in Sport – Coach (all coaches/instructors)
 - Coach Level 1 (1 certified coach per every 10 players on ice)
 - Hockey Calgary strongly suggest ALL coaches take this course
 - Hockey Canada Safety Program (one team official)

On Ice Instructor Job Description

ON-ICE DELIVERY

- Deliver the program's curriculum to the assigned groups
- Arrive at the ice rink approximately 30 minutes prior to the ice session
- Exemplify fair play and co-operation

- Provide instruction in a manner that motivates and challenges the participants while respecting each individual
- Demonstrate effective leadership on and off the ice (ex. providing effective feedback to the participants)
- Provide feedback to parents of the participants
- Assist in the evaluation of the participants and of the TIMBITS program
- Demonstrate necessary risk management skills at all times by doing an on ice inspection before each practice.
- Ensure practice schedule is respected
- Explain and demonstrate drills and games to the participants
- Co-ordinate the orderly entrance and exit to/from the ice surface by the participants
- Utilize the appropriate equipment for the lesson plan
- Pick-up all equipment prior to leaving the ice surface

The local constraints of the program will all play a role in the unique design of an association's seasonal plan. These are considerations such as:

- Association size
- Allotted ice time
- Number of instructors
- Numbers of entry level players

Recruiting Volunteers

Leadership is key in the Timbits Program, just as it is in any other cooperative hockey program. In addition to developing player's hockey skills and promoting physical fitness, instructors are responsible for stimulating interest in the sport and 'instilling a desire for continued success.' The goal of the program is to have every player return the following year.

Given that the TIMBITS Program deals with entry level players which may contain children who have not even entered the school system, the need for quality leadership is critical. For some of the children the Timbits Program may be the very first time they have attended an organized event outside the home. Therefore, the Timbits instructor may be the first authoritative figure, other than the parent, that the child encounters. Volunteers will have to be positive, energetic, creative, fun---loving and above all, patient. It certainly is not necessary that the potential instructors have previous experience in teaching hockey skills, although it is certainly helpful.

“Volunteers are not paid, not because they are worthless, but because they are priceless”

-unknown

Associations must be innovative in their recruitment of Timbits volunteers. The Timbits program can be a grooming area for the association's future instructors, coaches, managers and board members.

1. A ratio of 1 volunteer/coach per 5 participants is ideal.
2. Associations should provide training and support to the Timbits Coordinator
3. Associations should provide training and support for the technical personnel (the instructors) beyond the Timbits Program. Hockey Canada, Hockey Alberta, and Hockey Calgary offer additional clinics and professional development seminars beyond the minimum coach qualifications.
4. An experienced instructor or committee member should provide follow up training to the next committee member the following year.

Introducing the Game

With beginner hockey players it is imperative that coaches/instructors start with the basics and by educating the parents. There will be a few parents who don't understand every rule and or aspect involving the game of hockey. You must also take into account that some of the parents may have never played hockey before. Therefore, parents may even struggle with knowing the proper way to dress their child. With this said, coaches and team officials should hold a meeting before the first practice to teach parents the proper way to dress and fit kids for hockey equipment. Single parents and challenging work schedules make for no guarantees on who will be bringing the kids to the rink. Don't forget to educate parents on little things like, proper skate sharpening and equipment sizing. In addition, it is important to educate the kids on the equipment they are wearing and its purpose. They might not fully understand but this way they can communicate when something is bothersome.

When introducing kids to the game of hockey, start with the basics and make the experience enjoyable. Remember that kids tend to have short attention spans and it helps to incorporate games into the warm-up. Kids can tremendously improve their skill levels by playing games. Watch kids playing tag on the ice, it might be the fastest they skate during practice. Incorporate games like bowling for kids that incorporates jumping and agility. Another great game to improve balance is soccer on ice. It also builds confidence in the kids. They might not feel confident to lift one foot off the ice during practice but when they go to kick a soccer a ball they won't think twice.

Take the kids away from the glass where parents are standing when you explain a drill, get down to their level, talk slow, get them to relay what you just said and make sure to demonstrate the drill once or twice. Most importantly, have enough instructors on the ice to keep everything running efficient and effectively.

Ways of introducing the game of hockey are inherent in the Lesson plans. However, if we work from the premise that the curriculum is an integral part of the seasonal plan not the seasonal plan - then there are other opportunities to introduce the game to the participants. Remember that coaching and instructing are like everything else in life, the more you do it, the more you learn, and the more you have to offer.

In closing, please remember that the goal of the Timbits Program is to introduce hockey through fun, development of basic skills, and confidence building. If not monitored, it is very easy to slip into a game model where participants are forced into competition that's too demanding and not age appropriate. If this happens, not enough time is spent attending to the curriculum of skill development, leaving the players without the foundations to enjoy hockey for a lifetime.



Section 6: Appendix

APPENDIX I – GAME FORMAT GRID

It is the expectation of Hockey Calgary that teams will arrive at the scheduled game time with a full or close to full roster and ready to play. In these cases, all games will be played 4 vs 4 and there will be no reason to utilize the following grid.

This grid will be utilized when 1 or both teams have less than the optimal amount of players. Coaches will need to work together to ensure players are maximizing their ice time.

- If both teams have more than 14 players (12 skaters), the 4 vs 4 model at both ends of the arena will always be used.
- When any 1 team has less than 14 players (12 skaters), the grid will be incorporated as per below.
- It is our hope that this will be on very rare instances

# of Players (including goalsies)		Home Team # of Players								
		19/18	17	16	15	14	13	12	11	10
19/18	19/18	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 one side, half of 18 player team prac.	4 vs 4 one side, half of 18 player team prac.			
	17	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 one side, half of 17 player team prac.	4 vs 4 one side, half of 17 player team prac.			
16	16	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 one side, half of 16 player team prac.	4 vs 4 one side, half of 16 player team prac.			
	15	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 one side, half of 15 player team prac.	4 vs 4 one side, half of 15 player team prac.			
14	14	4 vs 4 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides			
	13	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 One Side & 3 vs 3 One Side	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides
12	12	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 One Side & 3 vs 3 One Side	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides
	11	4 vs 4 one side, half of 18 player team prac.	4 vs 4 one side, half of 17 player team prac.	4 vs 4 one side, half of 16 player team prac.	4 vs 4 one side, half of 15 player team prac.	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides
10	10	4 vs 4 one side, half of 18 player team prac.	4 vs 4 one side, half of 17 player team prac.	4 vs 4 one side, half of 16 player team prac.	4 vs 4 one side, half of 15 player team prac.	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides

Decrease the space, increase the pace