



NOVICE HOCKEY GUIDE

2018-2019 SEASON



Modified Ice will provide players with an environment that is more inclusive, competitive and conducive to skill development at the Novice level. This occurs through increased touches, shots, passes, transitions along with improved puck control, puck support and player involvement.

The Hockey Canada board passed a motion in May 2017 starting for the 2019-2020 season it will be mandatory that all games played at the Novice age level be cross or half-ice games. The same motion was passed as a recommendation for the 2017-2018 and 2018-2019 seasons.

For more information visit www.hockeypei.com

WHY HALF-ICE

The purpose of Half Ice Hockey at the Novice level:

- Encourage and promote age and skill appropriate learning on an age and skill appropriate size of ice
- Establish, maintain and increase an interest in hockey for young children
- To provide a positive learning environment appropriate for young children
- Improve all skating, puck handling, passing and shooting skills
- More playing time and more touches of the puck than most minor hockey games
- Constant engagement and participation in the play

NOVICE SEASON STRUCTURE (2018-2019 Season)

DEVELOPMENT SEASON: Start date in respective association until November 15

HALF-ICE SEASON: November 15 – March 15 (18-20 games)

All Jamborees/Tournaments must be half ice (Max 4 per team)

SCHEDULING

- The Novice "AA" schedule shall be set at a max of 20 games per team. All games will be half ice.
- The Novice "A" schedule shall be set at max of 20 games per team. All games will be half ice.
- All tournaments & jamborees will be half ice. Max 4 tournaments and/or jamborees per team.
- Development Season - Teams will be permitted to play a maximum of 3 half-ice games.

RULES OF PLAY

1. The ice surface shall be divided equally in two (2). Dividers or rink boards shall be placed across the center ice (red) line.
2. Teams will divide players into two (2) smaller teams of equal number of players.
3. Teams will compete 4 vs 4 or 3 vs 3 depending on team roster sizes. See chart below. The goal is to have kids on ice every second shift or close to that.
4. All games will be non-body checking.
5. All games will be 50 minutes in length (2 x 25 minute halves) plus a 3 minute warm-up. Full teams will warm up in each end then split into smaller teams after warm up.
6. When play is stopped due to the goaltender freezing the puck or a goal being scored, the referee will signal the attacking players to vacate the zone beyond the ringette line (top of circles). Once the attackers have exited the zone, the players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone. Same principle as a delayed offside. In the event a puck goes out of play (over divider or glass), the referee will provide a new puck to the goaltender and the attacking team will vacate the zone as above.
7. There is no centre ice (red) line, and therefore no icing calls or offside passes.
8. There is no blue line and no offsides.
9. The home team shall have the two (2) ends of the rink, while the visiting team shall have the center ice nets.
10. After the first half, one team will switch ends so players can play against the other half of the opposing team.
11. No score is kept and no game sheets are necessary.
12. Teams will share the respective player benches.

SHIFTS

- Player shifts will be one (1) minute in length. A buzzer or whistle will sound to signal line changes.
- Once the buzzer/whistle sounds, players must relinquish control of the puck immediately and vacate the ice. The new players enter onto the ice surface immediately.
- If a player is staying on the ice for consecutive shifts, that player must tag up at their team bench door each time the buzzer sounds.
- Failure to immediately relinquish control of the puck at the buzzer or new players entering the ice surface prematurely may result in a penalty for the offending team.

OFFICIATING

- Should have one official or monitor for each game.
- Can be a coach or beginner official.
- With two half-ice games being played, two officials or coaches are required.
- All minor penalties will result in the offending player missing their next one (1) minute shift. The referee will raise their arm to signal a penalty has been committed. At the end of the shift the referee will inform the coach that the offending player will miss his/her next shift. The offending team will play shorthanded for a one (1) minute shift.
- Major penalties shall result in the immediate ejection of the offending player(s).

ROSTERS

- It is mandatory that all Novice 'AA' teams take a minimum of 16 skaters and 1 goalie.
- It is recommended that all Novice 'A' teams take a minimum of 12 skaters and 1 goalie.
- Meeting these requirements will ensure that at minimum two 3 vs 3 games can be played at the same time.
- It is recommended that teams with less than 2 goalies source out a 2nd goalie for their 8 half ice games. The 2nd goalie may be a skater from your own team with borrowed goalie gear or drawn from Initiation, Novice 'A' or Atom "A" (Male or Female) teams within your association. If a 2nd goalie is not available then use a shooter tutor or other objects (tires, cones etc) to cover a portion of the net.
- It is recommended Novice 'A' teams with less than 12 skaters invite another team within their MHA (IP or Atom) to practice on the other half of their ice during their 4 half ice home games. This will maximize ice usage and not leave half the ice empty.
- If teams agree, they may swap players to allow for two 3 vs 3 games. Meaning if Team 1 has 10 skaters and Team 2 has 14 skaters then Team 1 can borrow 2 skaters from Team 2 so they both have 12 and can play 3 vs 3 in both ends.

Team 1	Team 2	End Zone 1	End Zone 2
Less than 10 skaters	Less than 10 skaters	4 vs 4	Half ice practice
10 skaters	10 - 14 skaters	4 vs 4	Half ice practice
11 skaters	10 - 14 skaters	4 vs 4	Half ice practice
12 skaters	12 - 14 skaters	3 vs 3	3 vs 3
13 skaters	12 - 14 skaters	3 vs 3	3 vs 3
14 skaters	14 - 16 skaters	4 vs 4	3 vs 3
15 skaters	14 - 16 skaters	4 vs 4	3 vs 3
16 skaters	16 skaters	4 vs 4	4 vs 4
More than 16 skaters	More than 16 skaters	4 vs 4	4 vs 4

COACHING RESSOURCES

- Hockey PEI requires all on-ice instructors and coaches to undergo training related to the specific level of play they are coaching.
- Coach education is an integral component to the development of young players. All coaches who attend Hockey PEI coaching clinics will receive information on the benefits of smaller ice surfaces and half-ice hockey.
- Hockey Canada Skills Manual – [Novice Practice Plans](#)
- Hockey PEI and Hockey Canada offer many coach resources through resources like the [Hockey Canada Drill Hub](#) and [Hockey Canada Network](#). For more information, visit our website at www.hockeypei.com.

BENEFITS OF SMALLER SURFACE

1. The fundamentals of skating (agility, balance, coordination & quickness), puck control, passing, and shooting are reinforced.
2. The number of puck battles increases significantly improving puck protection and avoiding checks.
3. Puck control and puck protection skills are enhanced resulting in more confidence with the puck.
4. Less time and space increases the frequency and speed of making hockey decisions (read and react).
5. Offers a more challenging environment to improve ice awareness and elevate hockey sense.
6. The increase in incidental body contact requires players to play with their heads up while improving contact confidence and body contact.
7. More efficient use of ice time and as a result more ice time for young players
8. Allows younger goaltenders, when introduced to experience more game like action
9. Builds confidence of lesser skilled players because they are more involved in the play
10. The best players are challenged simply by the fact that others get in their way in a smaller area, forcing them to change direction, protect the puck and play in traffic instead of avoiding it

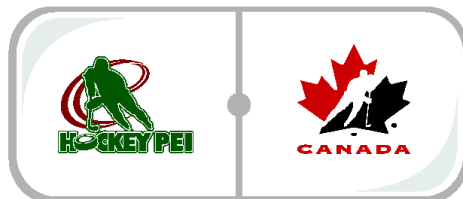
CROSS ICE STATS

- 6 x more shots on goal
- 5 x more passes received per player
- 2 x more puck battles per player
- 2 x more puck touches per player
- 2 x more pass attempts per player
- 2 x more shot attempts per player
- 2 x more change of direction pivots
- 1.75 shots/minute vs 0.45 shots/minute playing full ice
- The stats of the U8 game resemble those of an NHL game

Simply put, the numbers show that it works and that it is great for development.

Half-ice will benefit all players. Just picture these scenarios:

- A 7 year old soccer player playing on a World Cup field
- A 8 year old baseball player standing at home plate with a pitcher 60 feet away
- A 6 year old basketball player shooting at a 10-foot hoop



An illustration of very simple statistics highlights the advantages of the smaller surface games model.



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 area 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



Shrinking the playing surface increases offence:

- Players are much closer to the nets, skate shorter distance from goal to goal, and have increased opportunities for offensive play.



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 happens 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 important of team puck possession.