



NOVICE DEVELOPMENT LEAGUE RESOURCE GUIDE 2019-20



Section 1: Intro to Hockey	2
Section 2: Rationale for Intro to Hockey Programming	4
Section 3: HC Game Play Guidelines and Rules of Play	8
Section 5: Novice Game Play Officiating Guidelines	17
Section 5: Frequently Asked Questions	19
Section 6: Appendix	21

Section 1: 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 may be split into single birth years or combined Initiation and Novice.

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



Section 2: Rationale for Intro to Hockey Programming

"You have to be able to make plays in pretty small areas. The more you practice in small spaces the better off you are."

Sidney Crosby

Canadian National Men's Team



Hockey Canada – Long Term Player Development Model

Parents and coaches need to think long term and not worry too much about children being the best player on the ice in Initiation and Novice hockey. Putting young players in a competitive environment to early will compromise the child's development. Children should only be placed in to competitive situations that suit their skill level and abilities. Parents and coaches must be realistic about what children should be able to do all age levels. The Hockey Canada's Long Term Player Development strategy is very important.

It is important to understand and appreciate the benefits of cross ice and half ice hockey and why Hockey Canada has a national policy ensuring all Initiation and Novice level hockey is played in smaller, modified spaces.

- Increased emphasis on skating skills including agility, balance, coordination and quickness.
- The number of puck battles increases significantly.
- Puck control and puck protection skills are enhanced resulting in more confidence.
- The fundamentals of skating, puck control, passing, and shooting are reinforced.
- Less time and space increase the frequency and speed of making hockey decisions.
- A more challenging environment offered to improve ice awareness and elevate hockey sense.
- Increased intensity of competition results through the progressive skill improvement of players.
- The increase in incidental body contact requires players to play with their heads up and acquire spatial awareness.
- Players improve in the areas of contact confidence and body contact.

Benefits of Half Ice Games

PUCK TOUCHES

2X

CROSS-ICE
FULL ICE



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.

SHOT ATTEMPTS

6X

CROSS-ICE
FULL ICE



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.

SHOTS ON GOAL

3X

CROSS-ICE
FULL ICE



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.

PASS ATTEMPTS

2X

CROSS-ICE
FULL ICE



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.

PASSES RECEIVED

5X

CROSS-ICE
FULL ICE



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.

NOVICE DEVELOPMENT LEAGUE RESOURCE GUIDE

GOALIE DEVELOPMENT

2X

CROSS-ICE
FULL ICE



Two goaltenders for each team play in each game:

- With teams splitting for two half-ice games, each team will dress and play two goaltenders
- Goaltender rotation will ensure that each player will have multiple opportunities throughout the season to play in goal
- Cost effective option for players at this age to experiment with all positions

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
 - 8 players play instead of 5
 - 90 second buzzer monitored shifts ensures equal ice time
 - Limited face-offs, rules, and stoppages ensures more time spent playing hockey

- ✓ 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

Hockey Alberta Skating Study

"The flat out use of maximum speed in hockey simply doesn't happen very often. What does happen is that you have to be adjusting, changing, going forward, backward, lateral, always turning and moving toward the puck: that's agility skating... smaller areas generate more stops, starts and turns."

Dr. George Kingston
Former NHL and Team Canada Head Coach

The best players in hockey are constantly changing direction to evade their opponent and create space.



	Cross Over	Stride	Cross Over to Stride Ratio
Average NHL Player	1	13	1:13
Top 25 NHL Player	1	4	1:4
Connor McDavid	1	2	1:2

- NHL's No. 1 skill isn't top speed; it's the ability to **change speeds** and **accelerate quickly**.
- **Cross Ice / Half Ice** trains players to skate the game, rather than simply skating fast in straight lines.
- Effective skating is a combination of **turns, pivots, stops, starts, transitions, lateral movement, and change of direction**.



Section 3: Seasonal Structure & Game Play Guidelines

NOVICE (2011 AND 2012 BORN PLAYERS) – STRUCTURE

Novice Development League (NDL) Overview

The Novice Development League (NDL) is a partnership between Hockey Calgary and its community associations in which they operate the Novice age category as a skills based age category. The NDL focuses on skill development and the fundamentals of hockey for kids aged 7 and 8. The purpose of this league is to address the need for more skill development in the novice age group. Our goal is to provide a positive environment for learning the fundamentals of hockey, and to stimulate interest and desire to continue playing the game of hockey.

The NDL is a league in which the associations promote coach, parent, official and player education during the season. Each player will be evaluated fairly within each association and placed on a team where they are best suited. Associations are limited to when and how many games they can play. As a result, players will practice more and play fewer games to increase their skills before playing full ice games compared to that of other divisions.

Special Rules Governing All Levels of Novice

- All teams must adhere to the Novice Development League format
- All Positions (defense, forward & goaltender) must be rotated equitably throughout the season in practices, exhibition, tournament, seeding, and regular season games
- 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 scrimmage within their own team if their association permits

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

Game Maximum for Novice will be 32 Games.

- 8 Games Seeding (HC Scheduled)
- 8 Games Regular Season (HC Scheduled)
- 2 Games EMHW (HC Scheduled)
- 3 Tournament/Jamboree Maximum (approximately 9-12 games)
- Exhibition Games (approximately 2 games)

Tournament/Jamboree Maximum will be 3 Tour./Jamb..

- ***No tournaments to be scheduled prior to end of seeding round.***

Out-of-town Tournament/Jamboree Maximum will be 2 Tour./Jamb..

- 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.)



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

- Each Association will evaluate based on the procedures and protocols that are in place for their specific association
- Evaluation for Novice 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

Novice will play 2 – ½ ice 4 vs 4 games with goalies simultaneously, therefore 8 skaters & 2 goalies are required on the ice at all times. HC recommends a roster size of **18 players** (with a range of 17 – 19). Please note that all 'Novice' teams within an Association must start the season within 1 player of each other.

5. TIERING

There will be 4 tiers of Novice Hockey within Hockey Calgary. Association's may be required to have multiple teams within specific tiers. Hockey Calgary has developed a seeding grid which all Associations will be required to comply with (**see appendix 1**).

6. RESEEDING

As in the past there will be a reseeding process performed in early December. While score won't be shown visually, scorekeepers will keep a tally on the game sheet solely for the purposes of reseeding. In addition, League Governors, League Chairs and Associations will lead the process, but input will be required from teams. Process is as follows:

- The team (in coordination with their association, and the age category coordinator), will be required to 'Request' to be re-seeded, prior to November 15. If there is no 'request' there will be no review, unless it is deemed by HC that a team is vastly over or under matched. HC in conjunction with League Governors and League Chairs will have the final decision on all reseeding requests.
- Upon receiving request, the League Governor and League Chair will watch the team, discuss with association and make recommendation



7. ESSO MINOR HOCKEY WEEK

As per Hockey Canada, there will be no official score posted or recorded at the Intro to Hockey level, and thus, no winners and losers declared. Therefore, Hockey Calgary Novice teams will not participate in a Tournament style EMHW. However, the following will take place:

- All 'Novice' teams will be scheduled 2 games for the event
- The 2 games will be scheduled on the 1st and 2nd weekends of EMHW (January 11-18, 2020)
- HC will make an effort to schedule North Division Teams vs. South Division Teams. Please note that due to the number of teams in each the North and South divisions, this will not be guaranteed
- No champion declared, all players will receive a EMHW gift (ie. hat, t-shirt etc.)

8. 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**

9. GOALTENDER ROTATION (APPENDIX II)

- Each team will be required to dress 2 goaltenders per game. Therefore, the opportunity for each player to 'try goalie' will be increased.
- The coach/manager is required to set up a goaltender rotation
- All teams are required to maintain a goaltender rotation form, and is subject to review by a HC representative
- All players are to be given the opportunity to play goal
- If a player does not wish to play goal they must follow the rules on the goaltender rotation form, **(see appendix II)**
- **NOTE:** You may not move to the next Rotation until all the boxes either have a date or a parent signature. If a player plays goal out of rotation unexpectedly, enter the date(s) he/she plays goal in each "Rotation". This player cannot play goal again until all other players catch up in the Rotation. **There are no exceptions for tournaments or EMHW.**
- There is no pulling of goaltenders permitted to allow for an additional skater

10. EQUIPMENT

Pucks

- **'Blue Pucks' will be utilized for all novice games in Calgary and hosted by a Calgary team.** Teams are permitted, in a sanctioned tournament or exhibition game hosted by another LMHA, to use black pucks.

Nets

- Smaller sized nets 3' x 4' foot are Mandatory where available. All 'home rinks' should be equipped with small nets.

Boards & Bumpers

- Thanks to the generous support of the Flames Foundation, almost all rinks that will host seeding and league games will be equipped with the hard boards system. The hard boards help to increase the 'game like feel' in a half-ice environment.
- HC will ensure to schedule all Novice games at facilities that have the board system or in rare circumstances, the bumper system
- Location of Hard Boards
 - **NOTE:** Not every set of boards belongs to Hockey Calgary, and the use of boards for Tournaments and Exhibition games requires the permission of the of the applicable owner. Please refer to the list below highlighting the locations and ownership of the boards.



Location	Association	Owner
NESS West	Saints	Hockey Calgary
Huntington Hills	McKnight	Hockey Calgary
Vivo West	Simons Valley	Hockey Calgary
Crowfoot	Crowfoot	Hockey Calgary
Bowness	Bow River	Hockey Calgary
Springbank Red Dutton	Springbank	Hockey Calgary
Cardel 1	Southwest	Hockey Calgary
Cardel 2	Knights	Hockey Calgary
Lake Bonavista	Knights	Hockey Calgary
Optimist	Trails West	Hockey Calgary
Frank McCool	Blackfoot	Hockey Calgary
Crowchild Red	NWW	NWW
West Hillhurst	NWW	NWW
Trico 1	Bow Valley	Bow Valley
Springbank Joe Phillips	Springbank	Springbank
FCA Gold	Glenlake/Trails West	Glenlake/Trails West
FCA Red	Glenlake/Trails West	Glenlake/Trails West

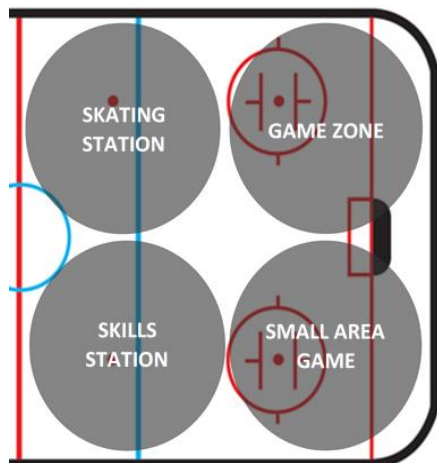
11. PRACTICE MODELS/PLANS

Associations will be responsible to determine how many teams are on the ice for practice sessions, and the format of the practice sessions.

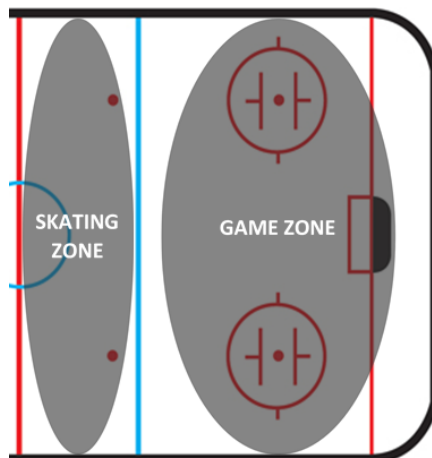
NOVICE DEVELOPMENT LEAGUE RESOURCE GUIDE

- Hockey Canada & Hockey Alberta recommend the following guidelines:
 - Minimum 2 teams on ice, recommend 3 teams
 - Station based format is suggested, Associations may wish to alternate and run 1 practice mixed teams with stations, and the following practice keeping teams together
- Examples of how to split up the rink:

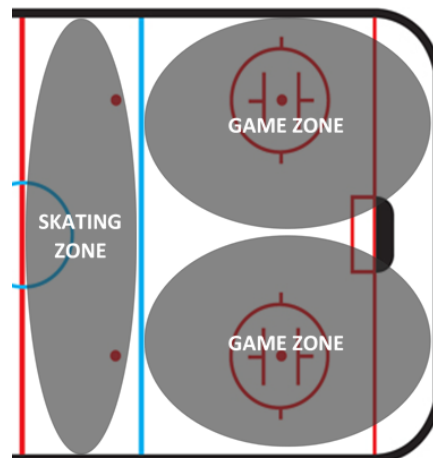
Half-Ice 4 Zone Option



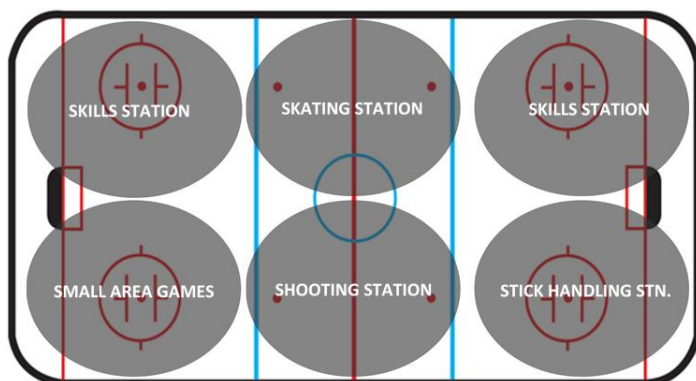
Half-Ice 3 Zone Option



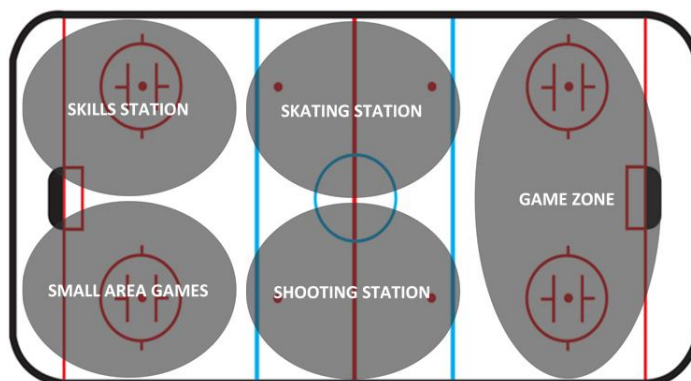
Half-Ice 2 Zone Option



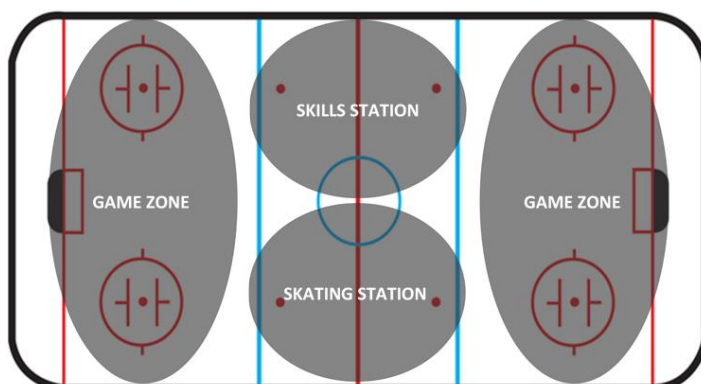
6 Zone Option



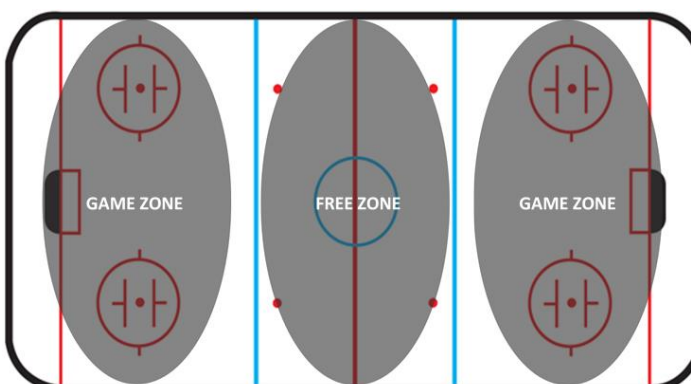
5 Zone Option



4 Zone Option



3 Zone Option



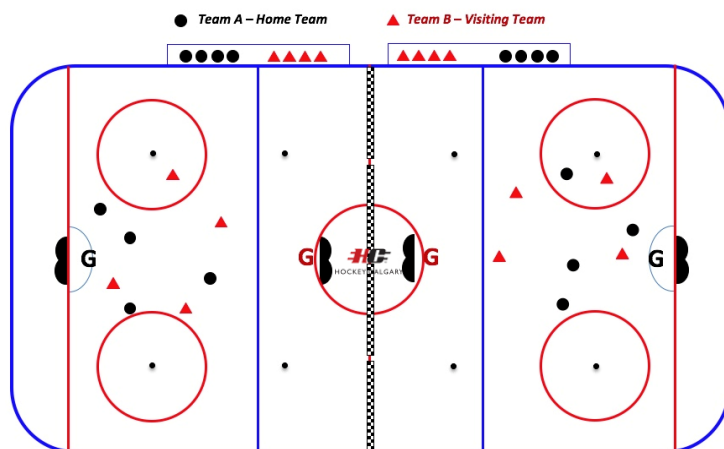
NOVICE – GAME PLAY

As communicated all Novice (2011 and 2012 born players) will follow the ½ ice hockey format as mandated by Hockey Canada and Hockey Alberta for the 2019-20 season. Rules for Novice are as follows:

1. TEAM SET UP

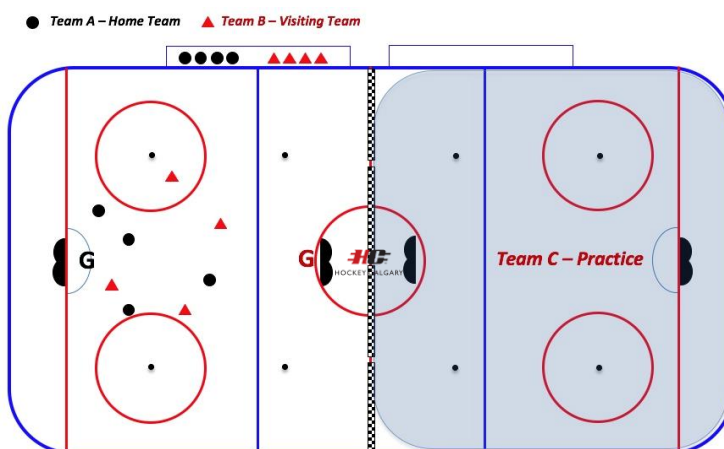
The Game Play format is referred to as the **Two – Four Team Game Play Model** (see Figure 1). This model is built to allow two Novice teams playing one another in two halves. Both teams will be divided into two units, each team is required to have two goaltenders, one for each half-ice game.

FIGURE 1: Two Team – Two Half Ice Game Model:



In rare instances when 1 team has a smaller team composition, the ice is still divided in halves, 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 Half Ice Game Model – with Practice Sheet:



- HC will schedule 2 teams for game slots
 - Games will be played split squad, ie. Half red vs. half blue at one end, and the other half of red and blue at the other end. At the mid-point of the ice session the ‘visiting’ team will switch ends and switch benches, so players can play against the other half of the opposing team
 - Teams will share the respective player benches with each team using the gate closest to the net they are defending.
 - 4 vs. 4 format – each team with a goaltender for each ½ ice game (4 total goaltenders)
 - 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 III**)

2. GAME SET UP

- ½ ice game will be played from the goal line (at one end), to the center line
 - The net at center ice will be put on the **center faceoff circle**
- For the most part, when games are played back to back, **floods will occur every 2 games**
- Boards or Bumpers to be used

3. BOARDS/BUMPERS SET UP

- Set up/flood transition/tear down of boards is the responsibility of the coaches, not referees or arena staff (unless otherwise indicated)
- Set up/flood transition/tear down or bumpers **will require 3-4 coaches**
- **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 boards on the ice (skates are recommended)**
 - While **skates are not mandatory for set up, they are make the handling of boards significantly easier.** Recommended that minimum 2 coaches are wearing skates on the ice while handling boards.
- **NOTE:** please consult with rink staff for bumper/board set up as some rinks have made accommodations to have their staff set up boards



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
- 1 official at each end, plus a mentor official for developmental purposes. In most cases, the mentor will be an off-ice official, but at times may be on the ice for shadowing purposes
- **A maximum of 2 coaches per team will be permitted on each bench.** There will only be a maximum of 4-5 players on each bench so this should sufficient for communication to players.

5. SHIFTS/LINE CHANGES

- Shifts will be 1.5 minutes (90 seconds) in length. Buzzer will sound to signal to players to change.
- When 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.

- Failure to immediately relinquish control of the puck at the buzzer or new players entering the ice surface prematurely will result in a change of possession
- **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. **This is enforced by the coaches, not the officials.**

6. CHANGE OF POSSESSION

- Goaltender freezes the puck – Puck shot out of play – Goal is scored
- the official signals to the attacking team to back off 3 meters and defending/non-offending/conceding team gets possession
- Penalty (see below)

7. PENALTIES

- Penalties shall be called in accordance with the Hockey Canada Officiating Program (HCOP) standard of play, within a learning environment where new officials are learning the application of the rules
- On a penalty call, the official will raise their arm and blow the whistle **immediately** signaling a penalty has been called. The official will conduct a change in possession and signal to the offending team to back off 3 meters. ***The official will do their best to make the player aware of the infraction.*** However, at the conclusion of the 90 second shift, the official will approach the bench and communicate to the coach what the penalty was for and who was the infracting player.
 - **The infracting player will miss their next shift**
 - **Play continues at even strength**

8. LENGTH OF GAME

Typical time slots for the Novice Age Category are 60 minutes but from time to time 75-minute time slots are allocated. For Novice 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
- Please note the minimum amount of ice time a player should receive (when a full roster is available) is 24 minutes, an increase from an average of 9 – 11 minutes in a full ice novice game

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
- Once the injured player is removed the game will continue with a face-off at center ice, and play continues from that point

9. LINE SELECTION

- Coaches are required to balance their players at each end, so they are close to equal
- You are **NOT** permitted to put all of your top players at one end, and all your weaker players at the other end. The tiering system will hopefully have removed any large disparity in talent
- 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

10. GAME FORMAT GRID (LESS THAN FULL ROSTERS)

From time to time throughout the season, we can expect less than full rosters to be available at specific games. This is not ideal, and will come with very little notice. When both teams have similar sized rosters this will not pose a problem, the challenge will be when 1 team has a full roster and the other is significantly reduced. HC has devised a grid for coaches to follow should these situations arise (**See appendix III**)

11. GAME SHEETS

While there will be no official score shown on a scoreboard, an internal score for each half-ice game will be kept for reseeding purposes. Novice specific game sheets will be used in order to track all players who participate in the game as well as to tally the score. Game Sheets can be picked up from your Association. (**See Appendix IV**).



Section 4: Novice Game Play Officiating Guidelines

ROLE OF THE OFFICIAL

1. EXPECTATIONS

Novice is an introductory level for all officials. Typically, officials range in age from 13 – 15 years old. They are learning the game and Novice ½ Ice allows officials to learn the basics of officiating before moving into more advance levels of the game. At this level of hockey, we are focusing on building confidence in the following areas:

- Face-offs: Learning to drop the puck on a dot consistently
- Foundational Positioning: Learning to move around the net as the play moves
- Skating: Moving up and down the ice with the players
- Penalties: Learning the basics on signaling a penalty
- Communication: positive interactions with players, coaches, and other officials
- Spatial awareness and establishing good sightlines
- Making decisions such as goals and minor infractions

The Novice ½ Ice program allows officials to experience the game and focus on a key skills without the pressure of calling off-sides and icings. Once confidence is built at this level and skills become habit, our officials move onto Atom where the competition level and expectations are increased.

This format also provides an excellent opportunity for senior officials to mentor newcomers by evaluating them from the stands or shadowing them on the ice. The ability to mentor officials assists in preparing these officials for full ice games in a two (2) or three (3) official system.

Fun Stats: When Novice was full ice, there was an average of 1.8 penalties per game. 49% of all penalties were the same infraction: **tripping**.

2. HOW YOU CAN HELP

Positively support our officials as they learn the game. **Almost 50% of officials do not return following their first or second year on the ice.** By building confidence and positive experiences, we can encourage officials to stay in the game, learn fundamentals, and continue to grow their knowledge and capability. Thanks in advance for your support!

3. FACE-OFFS

There is one face-off location, located half-way between the goals. Coaches and arena staff may mark the centre face-off dot with a temporary marking for game play purposes.

4. FROZEN PUCKS, STOPPAGES, AND GAME FLOW

The line change procedure does not require a stoppage of play. The referee blows the whistle to indicate a change of possession when:

- a goaltender freezes the puck, the puck leaves the playing area, or a penalty is called

In the case of a goalie freezing the puck, the official awards possession of the puck to the goalie's teammate and the attacking team is required to back off 3 metres. In the case of a puck shot out of play, the official awards a new puck to the non-offending team and the team committing the offence is required to back off 3 metres.

5. GOALS

When the puck enters the goal, the official will blow the whistle and signal a goal, retrieves the puck from the net and allows the team that was scored on to take possession of the puck. The team that scored backs off 3 metres.

6. PENALTIES

Penalties will be called in accordance with the Hockey Canada Officiating Program (HCOP) standard of play, within a learning environment where new officials are learning how to apply the rules.

Minor penalties are called by the official using proper penalty procedure:

- Raising the arm to indicate a penalty
- **Blowing the whistle immediately** – offending team does not need to have possession
- Signaling the offending player and the applicable penalty
- Proceed with change of possession – offending team backs off 3 metres.

Unlike traditional rules, the offending player will not be required to serve a time penalty for minor penalties. At the end of the shift, the official will also notify the coach about the infraction and the number of the offending player. The offending player is required to sit out next shift, but the team will play even strength (4 on 4).

Should an infraction occur that would normally require a player to be ejected from the game (e.g. Game Misconduct, Match penalty or Gross Misconduct), then the player will be removed from the remainder of that game. Even under these circumstances teams will not play shorthanded and no game incident report will be required.

7. POSITIONING

Foundational positioning principles will be used. The concept of the "cone" should be reserved for when full ice play begins. Under the half ice structure, approximate positioning should be used to get the official comfortable with proximity to the goal (see Figure 4). Officials should follow the play approximately 2 – 3 metres behind the puck carrier. They should remain about 1 metre from the boards or playing area perimeters.

Officials are encouraged to move towards the net on goal situations and away from play towards the boards as play comes close allowing players to pass by at a safe distance

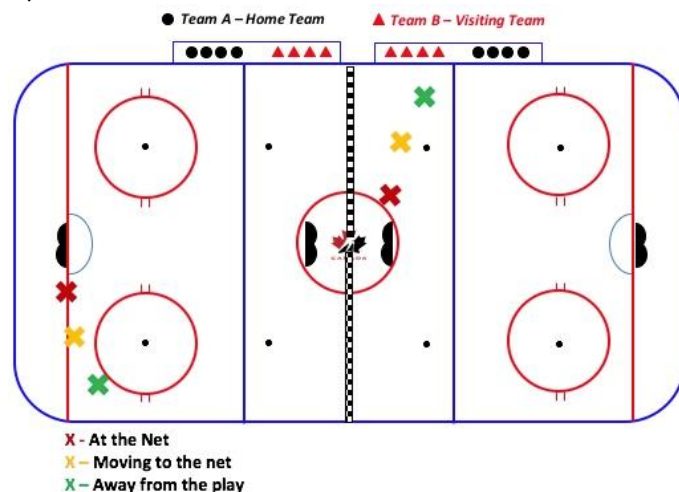


Figure 4: End Zone Positioning of the Official

Section 5: Frequently Asked Questions

1. *How will player development be affected if there are no offside or icing called during game play?*

The game play model is a 4 vs 4 model on half ice. Learning offside and icing will come in time, but the primary focus on age-appropriate training and programming needs to be on skill development in the areas of skating, puck control, pass receiving and shooting. Concepts like offside, icing, positional play and face-offs (which are mental skills) can be introduced when players move to the full ice game play model in the transition to Atom hockey.

2. *Are teams permitted to identify a full-time goaltender?*

All players should have an opportunity to play goal and all players should rotate through the goalie position throughout the season. The Hockey Canada Long Term Player Development philosophy encourages a wide range of skill development at a young age and focusing on a single position may limit a child's opportunity to practice skills in all areas.



3. *What is the difference between a Jamboree and a Tournament?*

A jamboree is designed to engage players in a fun environment and is the coming together of several teams to play one another. Games will be competitive but the emphasis is on fun and fair play.

A tournament is defined as a schedule of games played among three (3) or more teams, which follows an interlocking schedule and leads to an eventual winner. Tournaments are not recommended for Intro to Hockey.

4. *Is there a need to draw the crease in for the net situated in the neutral zone?*

No. Each net should be placed just inside the centre circle which will provide a small marking to aid the goaltender with positioning in front of the net. The centre circle line will be used as the goal line for the neutral zone net.

5. *What are the advantages of practicing in small areas and playing half-ice games?*

Small spaces equate to more engagement in the play, and activity for young players. Through small area station-based practices and half ice games, players are closer to the play and have much more opportunity to be engaged in the game. Regardless of the skill level or the ability of each player, opportunities to be engaged in the play double when the playing area is smaller. The NHL Analytics research illustrated that all skill areas of the game increased substantially when players played in small spaces more suited to their age and skill level.

6. *What are the dimensions of a half-ice hockey game?*

The average dimensions of a regular ice surface in Canada are 200 feet by 85 feet. The half-ice playing surface can be a maximum of 100' by 85' if the dividers are placed at the centre red line. In a study conducted by Hockey Alberta, the half-ice playing surface illustrated the same stride distance for a child as relative to the full sheet of ice for an adult.



7. *Is it a requirement to use a Blue Puck and what are the advantages?*

For the 2019-20 season the Blue Puck will be used for Initiation and Novice age categories. The regulation Black Puck weighs 6 ounces. The Blue Puck weighs 4 ounces. Scaling down all aspects of practice and game play for players 8 and under is very beneficial. The blue puck is an appropriate weight in relation to the height and weight of these young players. Use of the Blue puck will promote proper mechanics in shooting, passing, and carrying the puck. Black pucks are permitted to be used in Novice games/jamborees hosted by non-Hockey Calgary teams.

8. *Should players and/or teams be tiered?*

Grouping of players of like ability can be a very important principle for setting up young players for success and enjoyment. The focus of the Intro to Hockey model is player development. It is important in both station-based practices and in half-ice game play that players be grouped by similar ability levels when possible or necessary.

Hockey Calgary will be implementing a tier-based system in Novice for the 2019-20 season. There will be 4 tiers of 'Novice'.



9. *Do the officials in Novice have to wear the full officiating uniform?*

If officials are working games in the Novice Half Ice Model, all officials on the ice need to wear the minimum of an officiating jersey with Hockey Alberta crest, black pants and a black CSA approved helmet with a CSA approved half visor.

10. *How does the official or coach keep game flow and not lose time on shifts when a puck goes out of play?*

Officials and Coaches are encouraged to keep additional pucks in their pockets in the event a puck is shot out of play. The official will provide a new puck to the non-offending team and play will resume.



Section 6: Appendix

APPENDIX I - TIERING

NOVICE SEEDING GRID 2019-20 SEASON

TEAMS	DIV 1	DIV 2	DIV 3	DIV 4	TOTAL
2 Teams		1		1	2
3 Teams	1		1	1	3
4 Teams	1	1	1	1	4
5 Teams	1	2	1	1	5
6 Teams	1	2	2	1	6
7 Teams	2	1	2	2	7
8 Teams	2	2	2	2	8
9 Teams	2	2	3	2	9
10 Teams	2	3	3	2	10
11 Teams	3	2	3	3	11
12 Teams	3	3	3	3	12
13 Teams	3	3	4	3	13
14 Teams	3	4	4	3	14

NOTE:

1. Teams from Girls Hockey Calgary will be seeded after evaluations are complete at the discretion of Hockey Calgary.
2. Based on final registration HC reserves the right to make small changes to the grid to balance the # of teams per division, or add/delete divisions, in order that leagues run effectively.



APPENDIX III – 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 goalies)	Home Team									
	# of Players	19/18	17	16	15	14	13	12	11	10
Visiting Team # of Players										
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 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 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.
		4 vs 4 Both Sides	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 & 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.
16		4 vs 4 Both Sides	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 & 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.
		4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	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
15		4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	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
		4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	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
14		4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	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
		4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	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
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
		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		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
		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
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
		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		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
		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

APPENDIX IV – NOVICE GAME SHEET

[illegible]