

**Caledonia and District Minor Hockey  
Association  
“CDMHA”**



**Initiation/Tyke Program**

Initiation Revision Approved March 3<sup>rd</sup>, 2014  
Revised April 4<sup>th</sup>, 2016

# CDMHA Initiation/Tyke Program

## 1. Overview

Starting in the 2014-2015 season, the Tyke program underwent structural changes in an effort to better develop our players, provide a program that better suits the needs of our players and most of all make the experience more positive and enjoyable for all our Tyke players. The intent is to provide a better experience to our players while they learn the basic skills and grow a fundamental foundation for years to come. Based on the changes, the CDMHA Board of Directors determined the need for a document to detail the Tyke Program was necessary, along with yearly updates and growth of the program.

The three key changes to our Tyke program (starting in 2014-2015) as compare to the outgoing program are:

1. CDMHA follow the OMHA guidelines and allow 7 year olds to be included in Tyke level
2. CDMHA will now have 3 levels – Initiation I, Initiation II (IP) and Tyke
3. There will be more flexibility to move kids between the IP and Tyke levels, based on the player's skill level to better aid their development throughout the season

It is important to note that not all 7 year olds will play Tyke. 7 year olds will be evaluated to determine if they play in the Tyke level or the Novice Local League level.

A change for the 2016-2017 saw our Tyke program ages align with our registration progress. With the changes to our Tyke program to allow 7 year olds in Tyke, CDMHA has realized that our age categories for the registration process did not align with the Tyke program. In order to make this clearer for our families, we have corrected the matter and aligned our age categories for registration to match with that of our program.

The CDMHA Initiation/Tyke Program is open for Girls and Boys ages 4 to 7 years old. This is an Initiation Program (IP) based on the recommendations and IP programming guidelines by Hockey Canada.

Above all else, the main focus of the program is to ensure that all players have FUN. CDMHA strives to develop a love for the game that lasts a lifetime for all participants in the program.

### 1.1. Goals and Objectives of the IP/Tyke Programs

The CDMHA IP/Tyke Program has 5 key goals and objectives:

1. Teaching basic hockey skills so players can play and enjoy the game
2. Assisting in development and enhancement of basic motor patterns and hockey skills
3. Developing and encouraging the concept of team, through player participation
4. To implement fitness, fair play and co-operation aspects within the fun of the game
5. Develop player's confidence

### 1.2. Roles and Duties

CDMHA's IP/Tyke program will ideally have 3 distinct roles in order operate effectively:

1. Tyke Program Coordinator
2. Tyke Convenor (Technical Coordinator & Program Execution)
3. Instructors (Coaches, Assistant Coaches, Trainers, Managers and On-Ice Volunteers)

In some cases, the Tyke Program Coordinator and the Tyke Convenor roles may be taken on by one person. While it is ideal to have two people for these roles, these roles may be fulfilled by the same individual.

**1.2.1. The Tyke Program Coordinator** is directly responsible for overseeing the implementation and delivery for the program. This volunteer plans, organizes, and administers the program for CDMHA. The Program Coordinator may be an executive member of the minor hockey association or may simply be the liaison to the association's executive. This position is responsible to report directly to CDMHA's board of directors.

He or she must work closely with the Tyke Convenor, and thus it is wise to select people for these two roles who both complement one another and who are capable of working together.

The Duties of the Tyke Program Coordinator are as follows:

- Co-ordinate the promotion and the registration of participants
- Secure uniforms for all IP/Tyke teams
- Co-ordinate the initial evaluation sessions of participants for the purpose of grouping in the appropriate skill level
- Co-ordinate the grouping of players to the appropriate skill level and the team draft for both the Initiation II and Tyke levels
- Conduct PARENT ORIENTATION MEETING(s) to familiarize parents of prospective participants with the objectives of the program, and how it is to be implemented in the association
- Assist in the selection and coordination of training of the Tyke Convenor and the Program Instructor(s)
- Liaise with parents on questions or concerns about the IP/Tyke program, its structures and all matters not directly related to the On-Ice delivery of the program
- Co-ordinate and oversee all Discipline Matters for the IP/Tyke program with the assistance of a Discipline Committee put together by the Board or Directors.
- Co-ordinate all player movement(s)
- Take the lead on scheduling Tyke games with other centres. Coordinate Tyke game schedules with the CDMHA Ice Scheduler and Tyke head Coaches once game time have been set up with other centres.
- Assist in co-ordinating special events
- Assist in co-ordinating year end event/tournament and player recognition
- Submit recommendations to the board of the CDMHA board of directors with respect to any changes that could be made to improve the IP/Tyke Program

**1.2.2. The Tyke Convenor** is directly responsible for overseeing the implementation and delivery for the on-ice portion of the IP/Tyke Program. This volunteer plans, organizes, and administers the on-ice portion of the program for CDMHA. The Tyke Convenor will be a voting director of the minor hockey association board of directors. This position is responsible to report directly to CDMHA's board of directors.

He or she must work closely with the Tyke Program Coordinator, and thus it is wise to select people for these two roles who both complement one another and who are capable of working together.

The Duties of the Tyke Convenor are as follows:

- Assist with the promotion and the registration of participants
- Assist with the initial evaluation sessions of participants for the purpose of grouping in the appropriate skill level, including contacting participants to invite them to the evaluation sessions

- Assist with the grouping of players to the appropriate skill level and the team draft for both the Initiation II and Tyke levels
- Co-ordinate the selection of the program instructor(s)
- Co-ordinate the training of the program instructor(s) i.e. ensure that all instructors have the appropriate certification or are schedule to take the appropriate training course
- Co-ordinate the On-Ice Delivery of the program
- Act as the primary liaison for all coaches and on-ice instructors and volunteers. Oversee and guide the instructors in the delivery of the program
- Liaise with parents on questions or concerns about the IP/Tyke program, specifically about the on-ice delivery of the program
- Assist with all player movement(s). Make recommendations to the Program Coordinator and Board of Directors about player movement after the initial placement of players
- Assist with Discipline Matters for the IP/Tyke program
- Co-ordinate special events
- Co-ordinate year end event/tournament and player recognition
- Submit recommendations to the CDMHA board of directors with respect to any changes that could be made to improve the IP/Tyke Program

1.2.3. **Instructors** of CDMHA's IP/Tyke Program are generally recruited from the participants' moms and dads. The On-Ice Instructors may also be volunteers from other segments of the community including students, post-secondary students and other adult volunteers.

The Instructor group consist of Head Coaches, Assistant Coaches, Trainers, Team Managers and On-Ice Volunteers. Please see the coaching requirements outlined in section 9 for more details.

The Duties of the Instructor group are as follows:

- Successfully complete the required Instructor's training session(s)
- Successfully participate in the supplementary training sessions as coordinated by CDMHA
- Demonstrate a commitment to the goals and philosophy of the CDMHA's IP/Tyke Program and Initiation Program planning as set out by Hockey Canada
- Exemplify fair play and co-operation
- Arrive at the ice rink approximately at least 30 minutes prior to the ice session
- Ensure practice schedule is respected
- Explain and demonstrate drills and games to the participants
- Provide instruction in a manner that motivates and challenges the participants while respecting each individual
- Demonstrate effective leadership on and off the ice, for example, providing effective feedback to the participants
- Demonstrate an enthusiastic attitude and desire to work with beginning hockey players
- Provide feedback to the participants and parents of the participants
- Set up the barrier system to split the rink into two playing surfaces for the half-ice games for the Initiation II level
- Assist the Program Coordinator and Convenor in the evaluation of the participants

## 2. Program Levels Overview and Structure

The CDMHA IP/Tyke program will consist of the 3 levels as detailed in this section.

### **2.1. Initiation I (Junior Timbits)**

- The focus is to teach fundamental, individual skills with a focus on skating, passing and stick handling
- Initiation I level consists of practice time only
- There are no formal games until the last weekend of the season where the players will get to play 2 half-ice games
- The Initiation I level will be a House League Program Only – There will be no tournaments, travel or exhibition games
- Geared towards 4 & 5 year olds
- 4 year old players will automatically be placed in this group
- 5 year old players in their first year of hockey automatically be placed in this group

### **2.2. Initiation II (Timbits)**

- The focus is to build on the fundamental skills from Initiation I, expand on these skills and introduce an informal and fun game setting, along with the introduction of the team concept
- The Initiation II level consists of practice time and informal games, which will be half ice games
- Games will start the first weekend in December
- A divider or barrier system will utilized to split the playing surface into two smaller areas for games to be played between 4 teams
- The Initiation II level will be a House League Program Only – There will be no tournaments, travel or exhibition games
- 5 year old players in their second year will automatically be placed in this group
- 6 year old players in their second year will automatically be placed in this group, pending evaluations
- 6 year old players in their first year of hockey automatically be placed in this group
- 7 year olds in their first year of Hockey may be placed in the Initiation II level:
  - The preference is to start 7 year olds at the Tyke level
  - We try to avoid 7 year olds in Initiation II as they are moving onto Novice in the next year
  - Any 7 year old that starts in the Initiation II level, is to be moved up to the Tyke program by December 31. This allows the player to focus on core skills for the first half of the year and then move to formal games in the second half
  - Spots are to be left open on the Tyke teams for all 7 year old players that start in Initiation II. It is up to coaches to confirm that 7 year old players are ready to move from Initiation II to Tyke prior to the December 31 deadline.

### **2.3. Tyke:**

- The focus is to continue building on the fundamental skills from the Initiation I and Initiation II programs, introducing basic positioning and continuing with the team concept with the addition of formal games
- The Tyke level consists of practice time and formal games
- Games may start as early as the first weekend in November
- The Tyke level will be a Local League Program, playing local centres. This requires the coaching staff to have proper certifications
- Tyke will play surrounding centres. This is to be organized by the Tyke Coordinator/Convenor and Ice Scheduler
- The teams may enter tournaments, will travel in the local area and may play exhibition games
- Tournaments:
  - A team can only enter a maximum of two (2) Tournaments.
  - Tournaments cannot be entered into prior to December 1
- 6 years old players in their third year will automatically be placed in this group
- 7 years old players will automatically be placed in this group:
  - The preference is to start 7 year olds new to hockey at the Tyke level.

- We try to avoid 7 year olds in Initiation II as they are moving onto Novice in the next year.
- Only those 7 year olds who are deemed ready for Novice will be moved up, the remainder of 7 year olds will remain at Tyke so that they can better develop and learn the game at the Tyke level.
- The Tyke level is intended for 7 year olds who are not ready for Novice and will benefit from a year at this level. CDMHA does not want to push a 7 year old into Novice if they are not ready for and will not benefit from playing in Novice.

#### **2.4. Teams and Level Sizes**

- Initiation I
  - 2 Teams
  - 40 Kids Max in Initiation I
- Initiation II
  - 4 Teams
  - Ideally 44 Kids in Initiation II (11 Per Team)
    - 11 players allows games of 5 on 5, plus a goalie
  - Other options for team size also go with 9, 10 or 13 per team
    - 9 players allows games of 4 on 4, plus a goalie
    - 10 players allows games of 3 on 3, plus a goalie
  - In order for the Initiation II level to function properly, 4 teams are required
- Tyke
  - 2 - 4 Teams
  - 22-64 Kids Max in Tyke (11 Per Team Min. Max 16 per Team)

### **3. Practices**

The content of practices (regardless of how practices are structured) must be derived from the Hockey Canada Initiation Program (CHIP) program binder, information supplied in the coaches handouts or other certified items such as Hockey Canada's skating videos.

It is expected that coaches will plan their practices. Coaches are to keep the following in mind when it comes to practice:

- Come to the Rink with a Practice Plan
- Go over the plan with all coaches prior to the practice or when first on the ice.
- Discuss which coaches do what drills
- Consider the coach to player ratios that are required to run the planned drills
- Proper ratios should be a maximum of 1 coaches for every 5 players. The ideal ratio would be 1:3 or 1:4.

#### **3.1. Practice Formats – Initiation I**

- Two teams will complete practice together
- Introduce 5 Min Free Time at the Start of Practice at Appropriate Time During the Year
- 10 Minutes Full Ice Skating
  - At the start of the year, this will not be possible

- Group activities that focus on basic movements and skills will fill this first part of the practice until the players are mobile enough to have free time and complete full ice skating.
- Full ice skating can start with the players actually only skating half the ice twice, until such time that full ice skating is productive for the players
- 4-6 Stations, 5-7 Minutes Each.
  - Stations to Focus on Skating and Skills
- Last 8-10 Minutes to be a fun game/activity, fun time
- Certified coaches run the stations; volunteers/helpers stay with the groups.
- Break kids into 4-6 equal groups. Group kids by skill set. Use different colour tapes on the shafts of the kids stick to identify each group.
- Do not split into groups for stations by Teams
- Use teams to split up for full ice skating or games only

### **3.2. Practice Formats - Initiation II Program**

- Four Teams will complete practice together
- 5 Min Free Time
- 10 Minutes Full Ice Skating
- 4-6 Stations, 5 Minutes Each.
  - Stations to Focus on Skating and Skills
- Last 8-10 Minutes to be a fun game/activity, fun time
- Certified coaches run the stations; volunteers/helpers stay with the groups.
- Break kids into 4-6 equal groups. Group kids by skill set. Use different colour tapes on the shafts of the kids stick to identify each group.
- Do not split into groups for stations by Teams
- Use teams to split up for full ice skating or games only – this is optional
  - Coaches may opt to split the rink into two parts and have two teams players split their players into groups by skill on one end and the same on the second end
  - The coaches may also use the Tyke Initiation I Model, where teams are only used for full ice skating or games.

### **3.3. Practice Formats - Tyke Program**

- Coaches may choose to run the practice together with two teams or separately once full ice skating is complete.
- 5 Minutes Free Time – Optional Only – this may be skipped at the Tyke level
- 10-15 Minutes Full Ice Skating
  - Two Teams complete this together
- Split into your own teams or split into skill based groups
  - Coaches may elect to follow either format
  - Consider breaking kids into groups defined by skill level for stations.
- 3-4 Stations, 5-7 Minutes Each
  - At least 1 Station is to Focus on Skating and Skills
  - 1-2 stations my focus on positioning or individual tactics
- Last 8-10 Minutes to be a fun game/activity, fun time

## **4. Games**

#### **4.1. Initiation II Games:**

- Games will start the first weekend in December.
- Informal Games:
  - Referees will not be used
  - No Timekeepers; Coaches and/or Convenor will set up clock
  - Game sheets are not required
  - Scoreboard will not be used
  - Coaches on the ice for games to guide kids and act as referee as required
  - Penalties may be called by coaches
  - There are no offside or icing rules in play
  - Games are subject to curfews
  - Games use a barrier system to split the rink into two separate playing surfaces
  - Each shift will start with a face off in the middle of the ice surface.
  - After each goal a face off will be held in the middle of the ice surface.
  - In the event of a penalty, a player will return to his/her bench for the remainder of the shift. Even if a goal is scored, the player remains on the bench for that shift.
- 1 PERIOD – 42-44 or 46 MINUTES IN DURATION EACH;
  - Duration of the period will depend on the time it takes to set up the barrier system
  - It is recommended that the coaches come up with a volunteer schedule, where the teams can rotate each week, supplying a parent volunteer to run the clock.
- 2 MINUTE SHIFTS WITH RUN TIME
  - Coach to blow whistle for a change every 2 minutes
  - Coaches can set up the game clock to automatically buzz every two minutes
- Dressed goalies on a rotational basis between two or more players
  - All Players will be given equal opportunity to play the goalie position
- Infraction/Penalties:
  - Player in question will go back to their team's bench and sit for the remainder of the two minute shift
  - The penalized player does not return to the ice during the shift in which they receive the penalty for any reason
  - Coaches are to use their judgment when calling penalties. The goal is to discourage negative behavior on the ice
- Game times will be structured and run as follows:
  - Coaches will set up barrier system.
    - During this time the teams will warm-up
    - While the barrier system is being set up one of the coaches will setup the game clock
  - Once barriers are set up, the games will begin
  - Players change every two minutes at the sound of the horn of whistle
  - Two teams will share one bench:
    - There will be one team at each end
    - The teams will exit and enter in the same door
    - All the players will come on the ice and then the players exiting the ice will enter onto the bench

#### **4.2. Tyke Games:**

- Games may start as early as the first weekend in November.
- Formal Games:



- Referees are required
- Timekeepers are required
- Formal games sheets are required
- NO Coaches on the ice during games
- These games follow all requirements and rules set out by the OMHA
- All coaching staff MUST have the proper certification to be on the bench during a game and sign the game sheets
- Games are subject to curfews
- Game Structure
  - 3 PERIODS – 10 MINUTES IN DURATION EACH
  - NO STOP TIME – PLAYERS CHANGE ON THE FLY
  - Changing on the Fly has been instituted to align ourselves with the surrounding centres we are playing. This is the standard game format all centres are using at the Tyke level.
- Dressed goalies
  - The preference of CDMHA is to have 1 or 2 goalies per team
  - It may be on a rotational basis between three or more players if there are no players interested in being goalie. All players must be given an opportunity to try the goalie position should they be interested.

#### **4.3. Equal Ice Time**

- Coaches must ensure that this is done at all times
- There is to be no short shifting or putting some players in front of other players
- Coaches are responsible to ensure that this followed

#### **4.4. Ratio of Practices to Games**

- The goal of the program is to get as close as possible to 3 practices for every 1 game at the Initiation II and Tyke levels.

### **5. Lightweight Blue Puck**

The lightweight Blue Puck shall be mandatory for all hockey programs for players six (6) years of age and below. This puck will be used for all 3 levels of our IP/Tyke program.

### **6. Evaluations**

#### **6.1. Initiation/Tyke Evaluations**

The IP/ Tyke program will follow the procedures of CDMHA for the evaluation process as detailed in Section G of the CDMHA Policies and Procedures, except as detailed below.

- 4 year Olds are not Evaluated;
  - They will automatically be placed on the Initiation I program.
- 5 year olds are evaluated as a single group;
  - this group will be evaluated in one session
- 6 year olds are evaluated as a single group;
  - this group will be evaluated in one session
- 7 year olds are evaluated as a single group;
  - All 7 year olds will be included in this group

- 6 year olds that requested to play in Novice will be included in this group
- Due to the number of kids that could be in this group, they group may have to be split randomly into two equal ice groups to provide more accurate evaluations

The 7 year old group shall be evaluated in two one-hour sessions. The first session shall be used to assess basic player skills and the second hour used to assess the player's game skills.

All Tyke and Novice Coaches are required to evaluate this last group. For the 7 year old age groups, coaches are to identify all players they feel are not ready for Novice. If two or more coaches feel that a 7 year is not ready for Novice they will remain in the Tyke program. There must be an overwhelming agreement that a 7 year old player belongs at Novice in order to move a player up from Tyke to Novice.

Upon completion of the evaluation sessions, the Initiation II and Tyke teams will selected by following the CDMHA procedures outlined in Section G) of the CDMHA Policies and Procedures. Those selected to go to the Novice program will be placed on teams during the Novice draft process.

## **6.2. Initiation/Tyke Alternate Process to Evaluations for Player Allocation**

If for any reason evaluations for the Initiation/Tyke program cannot take place, the following policy will be implemented for allocating players into the IP/Tyke levels

- Initiation I
  - All 4 year olds will be placed in this level
  - All 5 year olds in their first year of hockey will be placed in this level
- Initiation II
  - All 5 year olds in their second year of hockey will be placed in this level
  - All 6 year olds in their first year of hockey will be placed in this level
- Tyke
  - All 6 year olds in their second or third year of hockey will be placed in this level
  - All 7 year olds have to go through the evaluation process regardless of whether the Tyke program is ready to start\*\*

\*\*In this event, 7 Year Olds will go through the normal evaluation process outlined in Section 6.1 of this Manual, except that only the Novice coaches will decide which players will stay in Novice and which 7 year olds will return to Tyke. Novice Coaches are to consider sending back down to the Tyke Level, all 7 year olds who are in their first or second or third year of hockey.

Due to the fact that evaluations do not take place, the coaches and convenors of the Initiation/Tyke program will need to utilize their first practice times to evaluate the players skill levels, select teams and determine if any players need to move up or down in levels. The coaches are to run normal practice sessions on Day 1 with skill stations. Each coach grade each player on a 1-3 scale, then each team gets an equal number of 1,2 & 3 players to evenly distribute the skill level. This will also assist in team's hand picking players.

***In the event that evaluations do not take place and players are automatically assigned to IP/Tyke levels according to this section, the Convenors are strongly encouraged to perform re-evaluations of all players between the end of October and late November. This gives Convenors and Coaches the chance to consider player movements. This process will be completed at the discretion of the Convenors and is not mandatory, but is recommended.***

## **7. Player Movement**

The IP/Tyke Program player movement and re-assignment policy follows the CDMHA policy for player movement between Tyke and Novice. The deadline for player movement from Tyke to Novice

is December 1 as outlined in the CDMHA Policies and Procedure manual. As well, this program follows a separate set of guidelines for player movement within the IP/Tyke Program, as detailed here.

### **7.1. Player Movement within the Tyke Program**

For player movements between Initiation I, Initiation II and Tyke, agreement between the coach(es), convenor and parent(s) is required to approve player movements. Player movements have to have parental agreement when moving players to a higher level. If a parent chooses not to have their child move up, the next rated player may move up, if they are of the appropriate skill set.

Player assignment and movement will be based solely on the evaluation process at the start of each hockey season and the coaches, convenor and program coordinator evaluation of the progression and development of a player during the beginning portion of the season. The goal of the program is to place a player at a level that is in their best interest and will most aid their development. It is the responsibility of the convenor and coaches to make this assessment.

Player movement between Initiation I, Initiation II and Tyke may take place up until December 31. The goal of the program is to allow player movement more easily within the IP/Tyke program, upwards or downwards as the season unfolds. This allows for corrections, should a player be placed in the wrong level at the start of the season. **All movement within the IP/Tyke program must be completed by December 31. Otherwise, the player(s) will spend the remainder of the season at the level they were initially placed in.**

A player may only be moved once during a season (after the start of a season and initial placement). **A second player movement will not be allowed for any reason.**

Player movement after the initial placement may be considered at the request of a parent, an Instructor, a Convenor or Program Coordinator. **All requests must be submitted to the appropriate Convenor no later than December 1 of the current season.** The appropriate Convenor, after consultation with the Player, Parents and Instructor will make a determination on whether or not the player movement requested will be granted. Additional evaluations of the player in question may also be conducted to determine if the move will be granted.

While parents have the right to request that their child is moved up to a level above what is detailed in section 2 of this document, there is no guarantee that the association will grant their request. A parent/player that does not want to accept the Convenor's decision on the player movement must make a request in writing to the CDMHA board of directors. This request must be sent to the board within one week of being informed by the Convenor of the decision of the player movement. It shall take a 70% majority vote of the board of directors to overturn the Convenor's decision on the player movement.

CDMHA reserves the right to deny a parent's request to move a player up if they do not have the skill set that is required to allow the player to develop at the higher level – this is based on the evaluation of the players skill set.

Only exceptional 4 year olds can move up to Initiation II level. Only exceptional 5 year olds can move up to Tyke. Exceptional is defined as a player who is above the skill set of his/her peers and will gain no benefit from participating at the level designated for their age (as defined in section 2 of this document).

### **7.2. Player Movement from Tyke Program to Novice – 6 year olds**

For player movement upwards from Tyke to Novice, the movement policy will follow the procedures as outlined in Section I) of the CDMHA Policies and Procedures. This relates only to 6 year olds that are requesting a move to Novice.

**Please note that the CDMHA policy requires this request to be put in writing prior to the start of evaluations. Any request that comes after evaluations have been completed will not be considered.**

6 year players requesting to move up to Novice are not eligible to try-out for the Novice Rep team during spring try-outs, unless they get permission of the board to do so.

### **7.3. 7 Year Old Placement and Movement**

During evaluations, all 7 year olds will be ranked and then the convenors (Tyke and Novice) will determine what level each player will be placed at - Tyke and Novice. The players will be directed to either level based on their rank relative to this 7 year old group. The strongest players (in terms of hockey skill set) will go to Novice and the rest will remain in Tyke.

Any 7 year old player that is evaluated not to have the skill set necessary to play Novice and is assigned to the Tyke program and still wishes to play Novice must make this request in writing to the CDMHA board of directors. This request must be sent to the board within one week of being informed by the Tyke Convenor that the player has been assigned to the Tyke level. It shall take a 70% majority vote of the board of directors to enable a player to move up.

If the parents of a 7 year old player do not want their child considered for playing at the Novice level and want their child to play in the Tyke program, they are to advise the Tyke Convenor in writing prior to evaluations.

As the intention of this program is to have participants develop at the most appropriate level, we discourage moving a player up to Novice when the evaluators do not believe they are suited for the Novice level. Novice is defined as a year for 8 year olds (by OMHA) – players do not have a right to play Novice at the age of 7. 7 year olds are defined as Tyke; for this reason CDMHA reserves the right to place 7 year olds in the Tyke program.

CDMHA reserves the right to deny a parent's request to move a player up if they do not have the skill set that is required to allow the player to develop at the higher level – this is based on the evaluation of the players skill set.

## **8. Registration**

All Players that will be ages 4 and 5 (by December 31<sup>st</sup> of the current season) must register in the IP level. All Players that will be ages 6 and 7 (by December 31<sup>st</sup> of the current season) must register in the Tyke level.

8.1. 7 year old players that sign up for Tyke and are directed towards the Novice level will be required to make an additional payment to CDMHA for the difference between the Tyke and Novice Fee. The player will not be allowed to join their Novice team until this payment is made.

8.2. 6 year old players that sign up for Tyke and are directed towards the Initiation II level will be issued a credit by CDMHA for the difference between the Tyke and Initiation Fee by October 31 of the current season.

- 8.3. 6 year old players that sign up for Tyke, make a formal request to move up to Novice and are permitted to play in the Novice program will be required to make an additional payment to CDMHA for the difference between the Tyke and Novice Fee. The player will not be allowed to join their Novice team until this payment is made.
- 8.4. 5 year old players that sign up for Initiation and are directed towards the Tyke level will be required to make an additional payment to CDMHA for the difference between the Initiation and Tyke Fee. The player will not be allowed to join their Tyke team until this payment is made.

## 9. Coaching Requirements

The most important requirement for all of our Tyke coaches is to remember and focus on what is important to the players and the program. Everyone, including parents, need to keep in mind the goals and objectives of the CDMHA IP/Tyke Program. All coaches and on-ice volunteers are responsible to ensure that that they understand and follow these goals and objectives. Along with the key 5 goals and objectives.

- **Have Fun – This is above all other goals – DO NOT LOSE FOCUS OF THIS.**  
Find ways to ensure that the participants have fun – for example:
  - Team Names
    - Select a team Nickname
    - Have the kids on the team help come up with this
  - Team Cheer
    - Come up with a Team Cheer
    - Have the kids on the team help come up with this
- Engage the Kids
  - Have Fun - High Fives, Celebrations, Be Positive and Encouraging
  - Call the Kids by Name – All Coaching Staff
- Development
  - Teach Fundamental Skills – Skating needs to be the focus
  - Review Core Skills Sheet for the IP Level – This is what CDMHA expects our coaches to teach
  - Focus on Instruction of Skills
  - All Content is to come from the Hockey Canada Initiation Program (CHIP) coaching guide.
- Takeaways for the Players – Keep this in context, this is in relative terms for 4-7 year olds
  - Enjoy their Time in Hockey
  - Discipline
  - Hard Work
  - Team Play
  - Fair Play
  - Learn about the Game
  - Respect for the Game and all involved in the game

### 9.1. On-Ice Instructor Group

For Full Details, please review OMHA Requirements for the current or upcoming season. These requirements may change from time to time. If there are any difference between this section and the OMHA requirements, the OMHA requirements will take precedence over this section.

- Head Coach – Chip Certified or the new HU Certification Program\*\*
- Assistant Coach – Chip Certified or the new HU Certification Program\*\*
- Trainer – Level 1 Certified
- All Instructors MUST have RIS\*\*\* or Speak-Out\*\*\* and a Valid Police Check. The Respect in Sport Activity Leader Program is required by all TEAM OFFICIALS (Coaches, Trainers & Managers). Effective the 2014-2015 season, all On-Ice Officials and On-Ice volunteers will also require this certification, as stipulated by Hockey Canada and the OMHA.
  - All Coaches, Trainers, Managers and On-Ice Volunteers must provide a valid Police Check
  - On-Ice Volunteers under the age of 18 do not require a Police Check
  - Refer to CDMHA Policy and Procedures for Police Check requirements.

**Only the coaches, trainers and managers that are registered on the official roster through CDMHA are to be on the bench during sanctioned (official) games.**

#### **\*\* Hockey University (HU) – Community Coach Stream**

Hockey Canada's Hockey University (HU) is a new, interactive online platform that will form part of a blended learning approach for entry-level clinics of Coach and Official education.

The HU-Community Coach Stream program is delivered in two parts. In Part A, the Participant must register and complete the 4-hour HU Online component before proceeding to Part B, the in-person clinic which includes 4 hours in-class and 2 hours on-ice.

This program replaces the current Intro Coach (CHIP) and Coach Stream clinics. Coaches will now only have to attend one clinic and they will receive the following qualifications which will be posted on their e-Hockey profile on HCR:

- Coach 1 – Intro to Coach
- Coach 2 – Coach Level

\*\*\*RIS is now known as Respect in Sport - Activity Leader Program (Online). As well, instructors may opt to take the in-class Speak-Out Certification in place of RIS.

#### **9.1.1. On-Ice Volunteers – i.e. Students, post-secondary students and other adult volunteers.**

- On-Ice Volunteers require RIS - Activity Leader Program or Speak Out. The Respect in Sport Activity Leader Program is required by all TEAM OFFICIALS (Coaches, Trainers & Managers). Effective the 2014-2015 season, all On-Ice Officials and On-Ice volunteers will also require this certification.
- On-Ice Volunteers must provide a valid Police Check
- On-Ice Volunteers cannot enter the dressing room or run parts of a practice\*.
- On-Ice Volunteers must following the OMHA requirements for On-Ice volunteers, including age and equipment requirements.
- Parents may be On-Ice Volunteers. They are required fill out the appropriate form (or provide the appropriate details) before they go on the ice.
- CDMHA reserves the right to limit the number of On-Ice Volunteers in the IP/Tyke program. CDMHA preference is to have as many Instructors certified under the Hockey Canada Coaching program as possible – this provides the best delivery of the IP program.

- On-Ice Volunteers SHALL NOT go back to the dressing room with any player, other than their own child(ren) for any medical, equipment related matter or other reason\*\*\*. This is to be done by the coaching staff. There MUST always be two adults present in a dressing room setting at all times, preferably two rostered coaches/trainers, plus the parents of the participants.
- \*\*\*Parents (who are On-Ice Volunteers) are clearly allowed in the dressing rooms with their own child(ren).

**CDMHA will only reimburse instructors for coaching, trainer's courses if they are named to an official roster. If you are not named to a roster, you will not be paid for any courses.**

## 9.2. Instructors Required for Each Level

Detailed below are the preferred number of Coaches, Trainers, Managers and On-Ice Volunteers for each tyke level. On-Ice Volunteers are critical to the success of the Initiation I program. As Instructors move up to the Initiation II and Tyke levels, CDMHA encourages volunteers to attend the appropriate training course to become certified as Coaches, Trainers and Team Managers.

### 9.2.1. Initiation I – Required for the Entire Level

- 4 Certified Coaches at a Minimum
- 1-2 Certified Trainers
- 5-6 On-Ice Volunteers (this number may be reduced with higher numbers of certified coaches)

### 9.2.2. Initiation II per Team

- 1 Certified Head Coach
- 1 Certified Assistant Coach
- 1 Certified Trainer
- 1 On-Ice Volunteer

### 9.2.3. Tyke per Team

- 1 Certified Head Coach
- 1-2 Certified Assistant Coach(es)
- 1 Certified Trainer
- 1 Team Manager
- 1 On-Ice Volunteer

## 10. Equipment Requirements

Full equipment is required for all IP/Tyke levels as per the OMHA requirements. This includes mouth guards and neck guards.

Equipment for all Instructors and On-Ice Volunteers is required as per the OMHA requirements. This includes the use of chin straps for helmets.

## 11. Interpretations

Reference to ages of players, are the ages that the players are on December 31<sup>st</sup> of the current season. For Example: The age of player on December 31, 2016 for the 2016-2017 season.

In these policies, unless the context otherwise requires, words importing the singular number or the masculine gender shall include the plural number or the feminine gender, as the case may be, and vice versa.