

Tyke Program Overview

June 27, 2018

Milton Minor Hockey Association



Tyke Program Overview



2017-2018

- Tyke House League
- Tyke (MD) White, Blue, Silver
- Games were full Ice

2018 - 2019

- Tyke House League
- Tyke (Select)
- White, Blue
- ½ ice Games

Program Evolution



Why Change?

- It is important to fully understand and appreciate the benefits of cross ice and Half-Ice Hockey. The configuration of dividing the playing surface into Cross-ice or Half-ice are decisions that have been made at the national level with policies in place that required small area configurations for game play at the Initiation, Tyke and Novice Levels.
- Increased emphasis on skating skills including agility, balance, coordination and quickness
- Number of puck battles increases significantly



Program Evolution Cont'd



- Puck control and puck protection skills are enhanced resulting in more confidence with the puck
- Fundamentals of skating, puck control, passing and shooting are reinforced
- Less time and space increases the frequency and speed of making hockey decisions
- Offers a more challenging environment to improve ice awareness and elevate hockey sense
- Increased intensity of competition results through the progressive skill improvement of players
- Better environment for teaching ice awareness and boosts hockey sense
- Over time the intensity level of competition increases with the progressive skill improvement of players



Tyke Program Overview



THE RESEARCH – What the numbers tell us

- 2 times more puck touches
- 2 times more pass attempts
- 2 times more shot attempts per player
- 2 times more change of direction/pivots
- 5 times more passes received
- 5 times more puck battles
- 1.75 shots/minute vs 0.45 shots/minute playing full ice
- 2.75 times more shots on goal per minute
- 10% increase in skating acceleration



Tyke Program Overview



SKATING

- Advanced skaters reached top speed in 60 feet or less
- The half ice playing surface is 100 feet in length and 85 feet in width, meaning players can and do reach top speed in half ice hockey
- Effective skating , especially at higher levels, is a combination of turns, pivots, starts an transitions
- Half Ice hockey trains players to skate the game, rather than simply skating fast in a straight line. It provides more acceleration, more agility and more engagement. It also doubles players' puck handing opportunities.



Tyke Program Overview



Tyke House League Program

- Age 7 (Born 2011)
- Approximately 2 ice-times per week
 - 23 practices (Half – Ice)
 - 21 games (Half-Ice)
- Additional development sessions provided by development service provider
- Current maximum enrolment – 144 players

Tyke Program Overview



Tyke Select Teams (White & Blue)

- Age 7 (Born 2011)
- Players selected via evaluations held in September
- Evaluation fee - \$60 (each player gets 3 ice times)
- Player selected by committee including, VP Rep, IP Director
- Evaluations run by development service provider
- Coaches selected through league Rep process
- League manages team financials
- Current maximum enrolment – 36 players

Tyke Program Overview



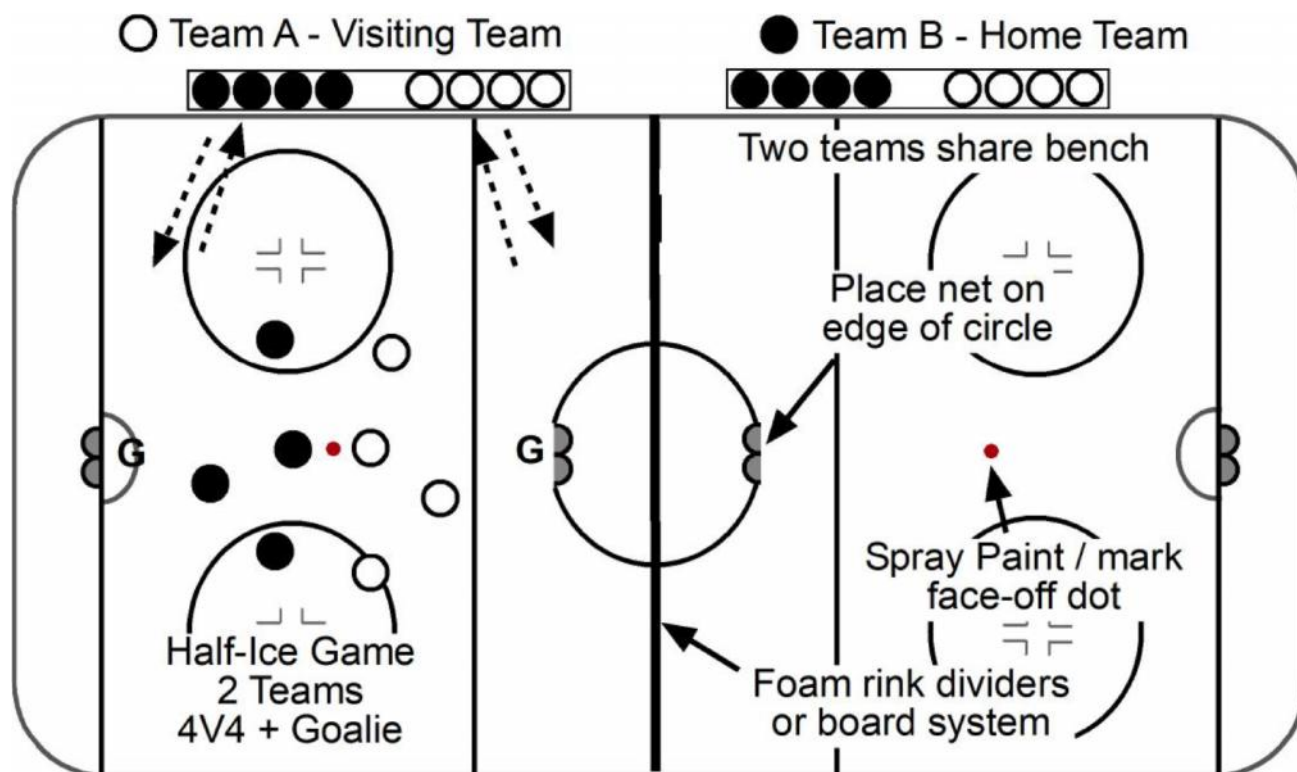
Tyke Select Teams (White & Blue)

- Approximately 42 practice ice times over the year (4:30pm or 5:30pm midweek)
- 18 sets of home and away jerseys including names
- Hockey Pants
- 13 development sessions with a development service provider
- Will participate in 22-30 Tri County League games including refs (home and away)
- League to be divided into 5 team divisions based on geography
- 3 Jamborees Allowed (After December 1st)
- \$1,000 towards goalie development (\$500 per goalie)
- \$1,000 to be used for other board approved activities
- Pucks and Pylons provided by the league
- League manages team financials
- Fees (in addition in League Fees) - TBD

Tyke Program Overview



GAME FORMAT: HALF - ICE



- Two Team Model
- 4 on 4 plus goalies
- Two 22 minute halves
- 1 official per game
- 3 minute warm-up
- No score kept
- Regulation Blue Puck
- Teams share benches

Tyke Program Overview



GAME PLAY GUIDELINES: HALF - ICE

- FACE OFFS: Start of Game & Second half

SHIFT LENGTH:

- Buzzer is set to 1:00 minute shift length intervals
- On buzzer, players leave puck where it is and go to bench
- Referee will direct players to “leave the puck”
- Players on bench come on the ice and continue to play.
- If there are fewer than 4 players on the bench, the active player designated to stay out for the following shift must tag up at the bench prior to racing to play the loose puck
- Both games synchronized through the officials

PUCK OUT OF PLAY:

- If the puck goes out of play the referee drops new puck to the non-offending team

Tyke Program Overview



GAME PLAY GUIDELINES: HALF – ICE cont'd

GOALTENDER FREEZES PUCK:

- Team that shot the puck backs off
- The referee blows whistle to indicate shooting team to back off and call out possession of team that now gets the puck
- Goaltender gives puck to a teammate to begin play the other way

WHEN GOAL IS SCORED:

- The referee blows whistle to signal goal
- Scoring team backs off to let the team that was scored on retrieve the puck out of the net
- Play resumes with the team that was scored on going on offense

Tyke Program Overview



GAME PLAY GUIDELINES: HALF – ICE cont'd

PENALTIES:

- The referee puts their arm up to signal the penalty call
- If the offending team has the puck it is a change of possession as indicated by the referee and the puck goes to the other team
- At the buzzer at the end of the shift the referee tells the coach what the penalty was and who got it
- Offending player misses next shift, team still plays full strength

Tyke Program Overview



Team Volunteers

- Each Tyke team will need to be rostered as per OMHA rules
- Teams are permitted to have a maximum of five team officials on the bench for any game and preferably, a minimum of three [Coach, Trainer and Manager]
- Of the five team officials, each team must have a certified coach and trainer ^{1,2}