WARROAD YOUTH HOCKEY

HANDBOOK

"A PROUD PAST, A BRIGHT FUTURE"

REVISION	DATE	ORIGINATOR	DESCRIPTION OF CHANGE
1.0	November 2005	2005 WYHB	Update format to MS Word
2.0	December 2008	KL	Update
3.0	October 2009	TMM	Update managers list and corrections
4.0	March 2014	DIL	Update
5.0	July 2019	2019 WYHB	Update all major area
6.0	August 2023	2023 WYHB	Update social media and parents conduct
7.0	October 2025	2025 WYHB	Jersey policy was added along with addendum position descriptions

PURPOSE OF HANDBOOK

The purpose of this handbook is to communicate the goals, expectations and responsibilities of everyone associated with Warroad Youth Hockey (WYH). Most problems can be headed off or diminished by good communication, and we hope this handbook is a step in that direction. Please note that this booklet has been amended and that the Warroad Youth Hockey Board will make future changes or alterations as needed.

WARROAD YOUTH HOCKEY VISION

The goal of Warroad Youth Hockey is to provide a positive and competitive hockey opportunity for all boys and girls with the expressed result to be a tradition of excellence at the High School level. There will be an emphasis on developing hockey and life skills for all players. The needs of all players will be met whenever possible, but the focus and priority of Warroad Youth Hockey will be to develop competitive players in a competitive environment.

WARROAD YOUTH HOCKEY ASSOCIATION

Warroad Youth Hockey Association is a nonprofit organization, governed by the rules of District 16, Minnesota Hockey and USA Hockey.

WARROAD YOUTH HOCKEY BOARD MISSION

The Warroad Youth Hockey Board's (WYHB) mission is to lead and manage the Warroad Youth Hockey Association by planning, organizing, implementing, and maintaining policies/guidelines that support Warroad's youth hockey vision.

WYHB DUTIES AND RESPONSIBILITIES

Members of the Warroad Youth Hockey Board are ***kept up to date on our Website.***
WYHB meetings are held monthly please refer to the website for dates and times.

***WYH WEB PAGE/ E-MAIL**

For info about WYH, including arena and team schedules, please refer to our web site:
www.warroadhockey.com

Please check website for the Warroad Youth Hockey Boards email addresses.

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GENERAL YOUTH HOCKEY INFORMATION

A. REGISTRATION: - Registration for WYH is held during the 2nd week in September in the Gardens Arena. "New players" need to bring a certified copy of their birth certificate (not a hospital copy). Please try to register on time, as a "late fee" of $ 40 will be assessed to all returning players who do not sign up by October 10th. All players **MUST** be registered with USA Hockey and Warroad Youth Hockey prior to skating in the fall. USA Hockey Registration cost is
$46 for 6 years old and up. 5 years and down will be free of charge. All fees are determined by USA Hockey.

B. FUND RAISING--We depend on a variety of fundraising methods/events throughout the year to help keep the arena and our program running. These events are essential to our continuing the traditions of Hockeytown USA. The main fundraisers that support the operation of the arena are: Raffle Tickets, Youth Hockey Wreath and our Jersey Raffle tickets. Additional fundraising will be expected; example mid-January we have a Spaghetti feed to assist with Ref fees.

We are always looking for ideas on how to raise funds. If you have ideas, please make them known to the fundraising committee or WYHB. New fundraisers must have prior approval of WYHB.

C. RINK RAT PHILOSOPHY-The WYHB feels that the most important factor in the development of a hockey player is ice time. Hockey Teams are made in practices and games. Hockey Players are made in open hockey; open skating, the outdoor rink, and private rinks at home and during the off-season. The commitment by the parent bringing their son/daughter to the arena is a key component in the child's hockey development. Take full advantage of all the opportunities available in Hockeytown USA. "Rink Rats" make good hockey players!

D. OPEN HOCKEY RULES- In Warroad, we are very privileged in having an abundance of ice time that is designated as "Open Hockey". This time is to be respected. Use it properly to work on your skills in a "creative environment". When "Open Hockey" is designated to an age group (ex - Squirt Open Hockey), only that aged skater or younger should be on the ice. Unless they have permission from the rink attendant to do so, older players SHOULD NOT be on the ice. HELMETS WITH FACEMASKS MUST BE WORN AT ALL TIMES DURING OPEN HOCKEY FOR
ALL AGE LEVELS, as per Arena Board Rules.

E. ICE SCHEDULE - The Warroad High School teams get priority ice time. Bantams/15U, Peewees/12U, Squirts/10U, Mites/8U, Tiny Mites/6U. The number of games and practices is regulated and determined by Minnesota Hockey, WYHB, the coaches and scheduler. Practice times are divided among the teams according to a pecking order, and also the availability of the coaches. For info about arena and team schedules, please refer to our WYH web site: www.warroadhockey.com

F. TRYOUTS - Teams have tryouts at the beginning of the season. The WYHB, with the help of the coaches determine the number of players on each team. However, the coaches determine which players are on the team. Final rosters must be submitted to the Warroad Youth Hockey registrar by December 15.

G. USA HOCKEY ROSTERS- Players must be on a USA HOCKEY TEAM ROSTER to play in a game or scrimmage. All rostered players must play on their team and their team only. They cannot be assigned to more than 1 roster at a time through the Minnesota Hockey season.

H. YOUTH HOCKEY "MOVE UP" POLICY

1. Definition- the term "moving up" refers to a player playing up from his/her Minnesota Hockey age group.
2. Requests to move up must be submitted in writing to the WYHB, prior to October 1st.
3. The decision to allow a player to play for an "up" team will be made by the WYHB after coordination with the players' parents and the coaches at the levels involved.

4. Factors to be considered are listed in order of influence:

   a. The best interests of the Warroad Youth Hockey program as a whole.
      i. First and foremost, how does moving a player up or down affect numbers in each age group?

ii. This factor could allow a player to move up and play for the "B" team, if there is a shortage of numbers at that level. Numbers could also just as easily keep a high caliber player at their age level.

b. The player must be an "A" caliber player.
i. Players moving up should be "elite" or advanced.
ii. If they are not good enough to make the "A" level team at the next level, they should stay at their assigned level.

c. The decision is in the best interests of the player.
i. Is the player not being challenged at current level?
ii. Is the player mature enough physically to compete with and mentally to fraternize with older players?
iii. Does the player have a summer birthday which puts them in the gray area? Birthday will become a deciding factor if factors a and b above do not eliminate them for consideration.

For individual player age participation level refer to www.minnesotahockey.org Click on players and then age chart & participation levels.

PARENT'S CODE OF CONDUCT AND RESPONSIBILITIES

Parents are the heart and soul of our program and parental involvement is vital-to the players, the coaches, the arenas, and the community. Volunteers are vital to our program's continuation, and to its success. Parents, coaches, others, are not compensated for their time. We need to be mindful of that, and that all persons within our program will be treated with dignity and respect, from players and concession workers, to coaches.

Warroad Youth Hockey is an organization operated by the volunteering of all parents. Parents volunteer to work concession for youth and High School games, be minor officials in the penalty box, and each team is to host a tournament. Parents are also required to pay $20 per player so no one needs to sit at the door and collect donations for youth games.
All this is to help offset the cost of registering coaches, players, referees, teams and tournaments. It also offsets the cost for away tournament entry fees, referee costs, and ice time cost for games and practices. We offer the following in the spirit of good community:

A. PARENTS MUST:

1. Register all players on time and sign the Parent's Code of Conduct
2. Ensure players are present and on time to practices/games--ice time is valuable.
3. Remember and appreciate that our program depends on volunteers, at all levels. All parents must volunteer for a variety of team responsibilities. These may include but are not limited to running concessions, taking ticket donations, running the clock, book and penalty box, locker room monitor.
4. Promptly report any unlawful behavior by the players to the coach.
5. Remember that youth are involved in organized sports for their enjoyment, not yours.
6. Encourage players to abide by the rules of the game.
7. Teach children that an honest effort is as important as winning.
8. Try to turn defeat into victory by helping your child work towards skill development and sportsmanship.
9. Recognize the value and importance of our volunteer coaches.
10. Contribute to the cost of coaches' rooms on overnight trips.
11. If your child has the last practice at night, someone must be there to pick up the child no later than 1 1/4 hours after practice starts.
12. Ensure all Jerseys and WYH equipment is turned in at the end of the season.

B. PARENTS SHOULD NOT:

1. Confront a coach during a game or publicly after the game.
2. Publicly question a game official's judgment or honesty.
3. Ridicule or criticize a player-on either team.
4. Condone physical or verbal abuse of players.
5. Text, call or email coaches during games.
6. Conduct themselves in a manner so as to embarrass Warroad or Warroad Youth Hockey.
7. No alcohol consumption prior to or during games. Alcohol is prohibited in the arenas.
8. Be in locker room before or after a game unless invited by the coach.

C. COMMUNICATION--Polite and direct communication is essential to our program. In the event of questions or concerns, the procedures to follow are:

Take the concern directly and privately to the party, however, remember we have a 24 hour "Cooling off Period" per WYHB. To set up a meeting you can text messages, phone calls or emails. If the issue cannot be satisfactorily resolved, then:
WYHB has established a Youth Hockey Director who will meet with all parties. If there is no resolution a second meeting will be held, with both parties, youth hockey director and at least 1 board member.
Take the concern to the entire WYHB.
If you are still not satisfied, you may contact Minnesota Hockey District 16 Director (Mark Elliott), then representatives at the State and National levels. Mr. Elliott wants to remind everyone to follow the chain of command listed above, and not skip levels in your communication.

D. DISCIPLINARY ACTION: If any parent/guardian is verbally or physically abusive to a coach, game official, or player, the parent can receive a 2 week or more suspension, their child may be suspended from the program or other action may be taken. Parents must respect all officials and their decisions, demonstrate respect, encourage sportsmanship, and maintain self-control at all times. Final decisions will be made by the WYHB after reviewing the situation.

E. PARENT CODE OF CONDUCT ACKNOWLEDGEMENT: Parents and/or guardians for Warroad Youth Hockey Players and participants, shall acknowledge that they have read and understood the Parents Code of Conduct on an annual basis. Parents Code of Conduct acknowledgement will be signed during registration. Players and participants will not be allowed to participate in team events to include practice, open hockey, or games without the signed acknowledgement on file with WYH. Parent Code of Conduct is as follows:

WARROAD YOUTH HOCKEY ASSOCIATION

Parent Code of Conduct Form

Note: parents read at time of registration and check box that they've read and agree to comply.

As a parent of a Warroad youth hockey player (insert name):

_____

I understand that:

- It is a privilege, not a right, for my child to play youth hockey.
- Sportsmanship and fair play are essential to the sport of hockey and are important skills that our children learn from youth hockey.
- Our children learn from our example, and we as parents need to exemplify the highest level of sportsmanship by supporting all players, coaches, team managers, referees and parents.

Therefore, I agree to the following Parent/Guardian Code of Conduct:

- I will never use abusive behavior towards anyone involved in youth hockey.
- I will encourage good sportsmanship by demonstrating positive support for all players, coaches, fans, volunteers and referees at every game. This commitment to good sportsmanship includes the use of social media before, during and after the game. If filming/ streaming a game, any commentary shall be in-line with the WYH's Core Values and the Parent Code of Conduct, Responsibilities and Rights.
- I will not create a public display of anger toward coaches, players, and/or spectators in any arena or via e-mail, letter, and/or phone calls to the team.
- I will not use social media to make inappropriate or disrespectful comments or convey disregard towards others.
- I agree to the 24 hour rule which states "no parent in a fit of frustration or anger over their player's playing time, position or coaching will contact the coach in any manner until 24 hours has passed."
- I will respect and adhere to all rules and Code of Conduct of the WYH, District 16, Minnesota Hockey and USA Hockey.
- I will express any concern through proper channels in a respectful manner.
- I understand that any parent who cannot abide by these rules or violates them will be subject to disciplinary action as outlined in the WYH handbook.

Parent Code of Conduct Consequences

Violation of the Parent Code of Conduct is detrimental to the team and may be brought forward to the WYH Board by either the team's coach, manager or a parent on the same team. A meeting with the Executive committee of WYH will occur as soon as possible.

The WYH board may set forth a penalty ranging from a verbal warning up to suspending a parent from all team functions for one week to the duration of the season. Continual abuse of conduct may result in permanent removal from the Warroad Youth Hockey Association.

During the sanction, the parent will not be allowed in any facility during a youth hockey event, regardless if that parent has another child on a different team.

Signed / Date: _____ (Parent/Guardian #1)

Signed / Date: _____ (Parent/Guardian #2)

PLAYER'S CODE OF CONDUCT, RESPONSIBILITIES, EQUIPMENT, etc.

A. Realizing that they are representatives of the City of Warroad and the Warroad Youth Hockey Association, all players will conduct themselves in a manner so as not to embarrass our community.

ALL PLAYERS WILL:

1. Follow Minnesota Hockey rules and guidelines.
2. Follow Warroad Youth Hockey Association's Handbook.
3. Learn and follow the rules and regulations of the game.
4. Respect other players, coaches and officials.
5. Be a team player by working as hard for the team as you work for yourself. Your team will benefit, and so will you.
6. Recognize that coaches are the primary source of instruction.
7. Be prompt for all practices and games. If a player is habitually late or absent, the coach may discipline the player as appropriate.
8. Be properly equipped. The following chart shows the equipment required for each level of play, boys and girls:

Approved	6U/T. MITE'S	8U/ MITE'S	10U/ SQ'S	12U/ P.WEE'S	15U/ BANTAM
Helmet/Mask	R	R	R	R	R
Approved Mouth guard	SS	SS	SS	R	R
Shin pads	R	R	R	R	R
Elbow pads	R	R	R	R	R
Breezers/Pants	SS	R	R	R	R
Cup Supporter/ Pelvic Protector	SS	R	R	R	R

Shoulder Pads	SS	SS	R	R	R
Hockey Gloves	SS	R	R	R	R
Throat Protector	SS	SS	SS	SS	SS

R = REQUIRED SS = STRONGLY SUGGESTED

NOTE: All standard goalie equipment will be worn when practicing or playing.

Ways to get Equipment:

1. Skate / Equipment Exchange - A type of "garage sale" of hockey equipment held at WYH registration in September.
2. WYH "Starters Kit" - designed to help alleviate startup costs for ice hockey. A limited amount of skates and equipment is available to be checked out for a season for players 3-8 years old. Contact Janelle Reed, Lee Marvin, or Jude Boulianne for more info. For those of you that still have equipment from last year, please return them to these Board Members or drop items off at the arena (with your name on them).
3. Area Sporting Goods Stores or over the Internet.

B. PLAYERS WILL NOT:

Warroad Youth Hockey Association believes the growth and development of players can best take place in an environment, which promotes safety, fairness, courtesy, and respect for one another.

The following actions by players will not be tolerated:

1. Hazing: committing an act against a player or coercing a player into committing an act that creates a substantial risk of harm to a person in order for the player to be initiated into or affiliated with any WYHA team.

2. Disorderly Conduct: engaging in offensive, obscene or abusive language or in boisterous, noisy or offensive conduct tending to arouse alarm, anger or resentment in others.

3. Harassment: participating in or conspiring with others to engage in harassing acts that injure, degrade or disgrace other individuals. Harassment whether willful or otherwise, includes offensive behavior relating to gender, religion, culture, disability, race, and/or age.

4. Absolutely no picture taking technology is allowed in locker rooms! Phones, Ipods, etc. This is a Minnesota Hockey Rule and pertains to both practice/games and any open ice times.

5. Any concern regarding conduct of players relating to the above must be reported directly to the coach by the player or by the parent of the player that the behavior is impacting.

6. Any unlawful behavior by a player may result in a suspension. Chronic discipline problems will be brought before the WYHB for consideration of suspension for the remainder of the season.

COACH'S CODE OF CONDUCT AND RESPONSIBILITIES

In Warroad, coaches are not compensated. They are volunteers who spend countless hours on the ice working with the kids. We are lucky to have so many fine individuals donate so much time out of their lives to help our program. Our coaches are our strength.

A. COACHES WILL STRIVE TO:

1. **MUST** Have a parent meeting prior to the season with the Director or Board member.
2. Head Coaches will appoint the assistant coach or coaches.
3. Keep in mind player development is the most important part of the program. Learning, developing and effort are as important as winning.
4. Know and understand the rules of the game and share that understanding with the players.
5. Treat players fairly and honestly.
6. Be present and prompt. Be well prepared for practices. Ice time is valuable.
7. Display adequate consideration and understanding for the individual needs of the players, without compromising the overall development of the team as a whole.
8. Share ideas and techniques with other coaches for the betterment of the entire program.
9. BA, PW and SQ should be seeking recommendations from Boys High School Head Coach on systems and development. 15U, 12U and 10U should also be seeking the commendations from the Girls' High School Head Coach for systems and development.
10. Be considerate of other teams, coaches and referees.
11. Have a positive attitude at all times. Apologize when you slip up.
12. Teach players to respect game officials' decisions.
13. Be in locker room for a reasonable time prior to/after games/practices (or assign a SafeSport Registered parent).
14. Lead by example and set a standard of conduct so high that the community and Warroad Youth Hockey, including all coaches, players, parents and fans, will be proud.
15. Inform the WYHB, in writing, of any violations of player conduct.
16. Participate in periodic coaches' meetings.
17. Appoint a team manager.
18. Follow player development map.
19. Get all jerseys and goalie equipment at end of the year.
20. It is suggested that the coach collect all of the jerseys at the team's final game**.**
21. Any unlawful behavior by a player will result in an immediate suspension of the player and must be reported to the WYHB by the coach.

B. COACHES WILL NOT:

1. Offer players monetary rewards for performance.
2. Use offensive language.
3. Show favoritism to players or families.
4. Physically or verbally abuse players.
5. Use tobacco or alcohol while supervising players during practice/games.

SAMPLE PARENTS MEETING AGENDA

(Beginning of season)

r Introduction of coaches.
r Introduction of parents.
r Introduction of Team Manager.

r Warroad Youth Hockey background/philosophy/operation.
r Hand out schedule.
r Select a Tournament Director.
r Tournaments. The WYHA will pay up to $950 a year for tournament entry fees anything above and beyond this amount will be a "team" responsibility.
r Explain Arena Manager's role/duties in youth hockey.
r Questions.
r Team/parent communications - Who, how, when
r Volunteering Needed by Parents:
• Concession workers
• Time Keepers
• Score Keepers
• End of Season Banquet
• Tournament Coordinators
• Other
r Ice as scheduled by arena scheduler.
r Budget.
• Review Expenses
• Assessment Fees
r Tournaments.
• Hotel Reservations
• Volunteering
r Information/Other.

SOCIAL MEDIA, MOBILE AND ELECTRONIC COMMUNICATIONS POLICY

Social Media, Mobile and Electronic Communications Policy

As part of USA Hockey's emphasis on participant safety, communications involving our minor participants should be appropriate, productive, and transparent. Effective communication concerning travel, practice or game schedules, and administrative issues among coaches, administrators, players and their families is critical. However, the use of mobile devices, web-based applications, social media, and other forms of electronic communications increases the possibility for improprieties and misunderstandings and also provides potential offenders with unsupervised and potentially inappropriate access to participants. The improper use of mobile and electronic communications can result in misconduct. Adherence to the social media, Mobile and Electronic Communications Policy helps reduce these risks.
All electronic communication between coach and player must be for the purpose of communicating information about team activities. Coaches, players and all team personnel must follow common sense guidelines regarding the volume and time of day of any allowed electronic communication. All content between coaches and players should be readily available to share with the public or families of the player or coach. If the player is under the age of 18, any email, text, social media, or similar communication must also copy or include the player's parents.

Social Media

Social media makes it easy to share ideas and experiences. Warroad Youth Hockey recognizes, however, that social media, mobile and other electronic communications can be especially concerning where minor participants are involved. Coaches are prohibited from having players joined to their personal Facebook, Twitter, Snapchat, Instagram page or any other similar social media application. To facilitate communication, an official organization or team page may be set up and players and parents may join (i.e., "friend") the official organization or team page and coaches can communicate to players though the site. All electronic communication of any kind between coach and player, including use of social media, must be non-personal in nature and be for the purpose of communicating information about team activities or for team oriented motivational purposes.

Posting to Social Media

WYH recognizes the importance of posting to social media. If filming/streaming a game, any commentary shall be in line with WYH's Core Values and the Parent Code of Conduct, Responsibilities, and Rights. WYH prohibits the use of social media by players, coaches, parents, or members to make inappropriate or disrespectful comments or convey disregard towards WYH or others in the WYH program.

Email, Text Messaging and Similar Electronic Communications

Coaches, team managers and players may use email and text messaging to communicate. All email and text message content between coaches/team managers and players must be non-personal in nature and be for the purpose of communicating information about team activities. Emails and text messages from a coach to any minor player participant must include a copy to the minor players parents.

Request To Discontinue All Electronic Communications or Imagery with Athlete

Following receipt of a written request by the parents of a minor player that their child not be contacted by any form of electronic communication by coaches or other adults, the WYH program, team, coaches and managers shall immediately comply with such request without any repercussions for such request.

Abuse and Misconduct

Social media and other means of electronic communication can be used to commit abuse and misconduct (e.g., emotional, sexual, bullying, harassment, and hazing). Such communications by any employee, volunteer, independent contractor or other participant of WYH will not be tolerated and are considered violations of USA Hockey's SafeSport Program. Reporting Infractions of WYH's Social Media, Mobile and Electronic Communications Policy should be reported to the WYP board. A WYH participant or parent of a participant who violates this Social Media, Mobile and Electronic Communications Policy is subject to appropriate disciplinary action including but not limited to suspension, permanent suspension and/or referral to law enforcement authorities

TEAM MANAGER DUTIES

A. Team managers are appointed by the coaches, and typically are parents of a player. The team manager and the coach should work together as a team within the team.

1. Lineup and confirm concession workers. These volunteers should be confirmed at least 1.5 hours prior to game start.
2. Lineup and confirm workers for clock, penalty box, score book and locker room monitor for home games.
3. Lineup and confirm home tournament workers.
4. Lineup and confirm workers for high school games.
5. Confirm referees for home games with the Referee Coordinator, Chong Vang.
6. Confirm away games (time and place). Ask the scheduler, but also check the arena schedule for time and place at the rink (town) you are scheduled to play at. A good resource for arenas is www.rinkfinder.com
7. Reserve hotel blocks for away trips.
8. Collect money from parents for non- parent coaches' hotel rooms. This includes regular season games, District, Regional and State Tournaments.
9. Will be the primary liaison between the fundraising committee and the team.
10. Collect $20 from each player for Annual gate fees. (This was put in place to eliminate having to collect a fee at the door of each game.)
11. Collect $20 from each player for the Home Tournament gate fee. (This is collected from every team in the tournament in lieu of collecting at the door.)
12. Have access to official team roster, confirm Gamesheet roster.
13. Be a "go between" for parents and coaches (No parent will be allowed to confront a coach before, during, or after a game-a private meeting should be set up at a later time).
14. After the last game assist coaches in getting all jerseys and goalie equipment at end of year.
15. Ensure Wins/Losses, information about upcoming events and tournament information is up to date on your team page on the website. Players stats ARE NOT allowed on the website for public viewing.

TOURNAMENT HOSTING – GENERAL GUIDELINES AND DUTIES

GENERAL: Approximately one month prior to a tournament, a parent's meeting should be held to review tournament details. The following is a tournament-planning guide:

TOURNAMENT DIRECTOR:
1. Call tournament meeting and/or meet with WYH Tournament Director
2. Talk to WYH President about trophies. Championship trophy only, and medals for 1,2,3 place & consolation winner.
3. Assign roles - solicit volunteers for chair responsibilities.
4. Talk to Youth Hockey Board before doing any fund raisers/raffles.

CONCESSIONS CHAIR:
1. Line up workers for games (No persons under 15).
2. Post list of workers in concessions.

TIME CLOCK CHAIR:
1. Line up clock attendant for all games.
2. Have game pucks in penalty box.
3. Line up announcer for all games.
4. Have National Anthems for start of tourney and the start of each day. Remember Canadian Anthem.

REFEREE:
1. Managers are responsible to contact the referee scheduler for the ref schedule.

TEAM HOSTS CHAIR:
2. Identify host for each team in tournament and make sure they know their responsibilities.
3. Post list of team hosts in the concessions.

TEAM HOST RESPONSIBILITIES:
1. Have locker room key for your team. Ensure room is clean.
2. Have team verify game sheet rosters. Make sure it is returned to scorer's table. Have referees sign.
3. Complete game in Gamesheet, upload.
4. We supply mark less pucks for warm-ups. Collect pucks after warm-ups; return them to penalty box.
5. Run the gate in penalty box during game.

PUBLICITY CHAIR:
1. Radio advertising/public service. Give tourney draw to radio stations for them to follow.
2. Phone/email radio stations with scores and tournament results.

DECORATIONS CHAIR:
1. Locker room assignments posted.
2. Tournament brackets posted.
3. Team posters/banners.
4. Table decorations for lobby.

PROGRAMS CHAIR:
1. Insert team rosters, tourney rules, etc., into programs. Give to printer. Programs are free for fans.
2. After tourney, give a completed program to the office with all scores filled in.

EMT CHAIR:
1. Sign up an EMT for each game.
2. List phone numbers in the office.

TEAM CHECK-IN PERSON:
1. Get proof of insurance and USA Hockey registration (red card).
2. USA hockey roster, sign by all participants and approved be USA hockey registrar.
3. IMR for each player and coach if needed.
4. Check birth certificates for proper age classification.
5. Cross-check birth date with one on USA hockey roster.
6. Confirm that each player and each coach have signed the proper waivers.

PLAYER DEVELOPMENT ROAD MAP

We realize there is "no one way" to develop a player, and much of our rich tradition is based on sharing of experiences by a variety of coaches, former players, and enthusiasts. We feel it may help all of us if we capture some basic player development philosophies within this handbook. Our aim is to have a program where each level builds on the next, and where coaches can have an expectation of what skills an incoming player will have or will have been exposed to. As in any road map, there may be other routes to a destination, but it is this map that we have chosen to follow.

The following "progression pyramid", is our broad approach to player development. What follows, is a more detailed (not total or complete) picture of where we want to go in developing our players. These "maps" are published here so as to give all, parents, players, coaches, enthusiasts, an idea of where we want to go, and a vehicle to measure individual players' progression along that journey.

WARROAD BOYS HOCKEY-PYRAMID OF PROGRESSION

High School
Highest competition level - Warrior Varsity and J.V.

Bantam
Player age – refer to www.minnesotahockey.org Click on players and then age chart & participation levels.
- ► District and VFW leagues and playoffs.
- ► Full development of individual skills and team systems.
- ► Special teams - some will be on P.P, some on P.K., some both.
- ► 2nd year Bantams (A & B) can practice some with H.S. upon the request of the High School Coach.
- ► Approx. 55 games and every effort to host a home tournament

Pee Wee
Player age – refer to www.minnesotahockey.org Click on players and then age chart & participation levels.
- ► 1st level of District league and playoff games.
- ► Continued development of individual skills and team systems.
- ► Kids begin to specialize at a position.
- ► Introduction of specialty teams to all players.
- ► Approx. 45 games and every effort to host a home tournament

Squirts

Player age – refer to www.minnesotahockey.org Click on players and then age chart & participation levels.

- Late entry level - development of skills.
- Expansion of travel hockey - select A & B teams.
- Complete understanding of rules.
- Early development of team systems.
- Kids play some at different positions.
- In house games when possible.
- Max. 35 games and every effort to host a home tournament

Mites

Player age – refer to www.minnesotahockey.org Click on players and then age chart & participation levels.

- Medium entry level - introduce skills with emphasis on skating. Rules of the game.
- Equal participation emphasize fun and development with use of cross ice games.
- Have kids play and learn all positions.
- Begin competition thru in-house teams.
- Introduce limited travel, with mite white and blue teams.
- Attendance in practice will be considered when teams are chosen.
- Usually 3 ice sessions / week

Tiny Mites

Player age – refer to www.minnesotahockey.org Click on players and then age chart & participation levels.

- Recommended entry level - Introduction of skills thru fun and games. Keep things very simple.
- Emphasis is on skating development.
- Noncompetitive level -divide up teams and play across ice (2 on 2, 3 on 3, 4 on 4,etc.)
- Equal participation by all. *Should not use score board, kids will keep track.
- Usually 2 ice sessions plus open hockey on weekends

TRAVEL TEAMS:

- Bantam, Pee Wee and Squirt levels have travel A & B team tryouts at the start of the season with rosters being finalized by Dec.15.

- Travel teams should have from 12-15 skaters and 1-2 goalies on their roster. (Can get WYHB permission for more or less).

- Bantam and PeeWee Ice time will be at the discretion of the coach, with equal emphasis on winning and team/ individual development (i.e. “playing all lines” until crunch time). Squirt ice time will be on rotation system.

- Ice time can be reduced from a player for repeated behavioral (all levels) or poor play.

All teams will have one day per week in which no practice or game will be held, except playoffs.

The Broader the base, the higher the pyramid. (POTENTIALLY)

BANTAM DEVELOPMENT OVERVIEW

Overall Goals:

Develop scorers, puck handlers/playmakers and defensemen.

1. **Individual Skills:**
    a. Skating--build on previous fundamentals (maintenance). Identify weak skaters-focus on improving shortfalls, stress-muscle strength, speed, power, and endurance.
    b. Stick handling--maintenance/improvement. Stress quickness.
    c. Passing--maintenance/improvement, touch pass, tape-to-tape passing, speed, and anticipation-pass to spot.

d. Shooting--maintenance, quick release, shooting on the fly, goalie dekes, screens, tips. Identify weak shooters-focus on improving.
e. Offensive skills--control puck (use of body/boards), faceoffs-positioning, strategies.
f. Defensive skilled--holding/finishing checks, not allowing give and goes, always face the puck.

2. Team Skills:

a. Forwards:
   i. Offensive--breakouts/danger zones, regrouping, puck control in danger zones/critical areas, creating offense behind opponents net, 3rd man high in scoring zone for scoring opportunities plus good defensive position, no turnovers, and puck cycling.
   ii. Defensive--shot blocking, backchecking-pickup man, not puck carrier, 2 man short penalty kill, covering defensemen rushes, counter-attacks, offensive insertions, pressuring puck carrier, odd man defenses.

b. Defensemen:
   i. Offensive--breakouts, breakout danger zones, rushing puck, when to gamble on offensive blue line, shooting-on net, tips, height, screens, D to D passes.
   ii. Defensive--reading odd man rushes with and without back checkers, holding defensive blue line, always pressure puck carrier, and backs to the net.

3. Bantam coaching priorities/philosophy

a. Respect for others--self-control, behavior on/off ice.
b. Develop/refine defensemen.
c. Establish team discipline in executing systems of play.
d. Practice like you play--game-like conditions during practice.
e. Shooters--finish at the net, quick release, on net shots.
f. Encourage creativity with the puck.
g. Reinforce player in-ice communication.
h. Back check, back check!
i. Teach to an objective in every drill you do.

PEE WEE DEVELOPMENT OVERVIEW

Overall Goals: Continue emphasis on skating. Refinement of passing/shooting-wrist shots, snap shots, slap shots. Develop defensemen. Ice awareness and positional play. Encourage creativity and aggressive puck handling.

1. Individual Skills:

a. Skating--Continue emphasis on basics, turns, stops, pivots, edges, look for and work on individual player's skating weaknesses. Full speed drills, acceleration drills, lengthen stride drills.
b. Stick handling--expansion of reach, cupping the puck, backwards skating with head up, puck protection, dekes, escape moves, handling puck in feet.
c. Passing/receiving--forehand, backhand, on the move--full speed drills, accuracy techniques, drop pass, bank pass, break to open, angles, flip pass, passing before challenged, vacating/filling lanes.
d. Shooting--wrist shot, introduce snap shots and slap shots, shooting on the fly (ft. moving), shot selection, accuracy, quick release, shoot to score, creating screens, goalie dekes.
e. Defensive skills--techniques for delivering/receiving checks, finishing and holding checks, body blocking vs. attacking, containment. Forechecking, proper angling, finishing, creating turnovers. Playing 1 on 1, 2 on 2. Back checking responsibilities-first man, second man, third man.
f. Offensive skills--1 on 1 attacks, creating odd man situations, attacking wide with speed, driving to the net, "seeing" the ice, face-offs.
g. Defensemen--board to board vision, diagonal support, escapes with puck, reverse escapes, reversing the puck, board passes, using the net.
h. Communication on ice.

2. Team Skills:

a. Forwards and Defenseman

i. Intro to team systems-offensive/defensive, neutral zone strategies, and creating/filling passing lanes, appropriate passes, lugging the puck.

b. Forwards:
   i. Offensive--cycling, face-offs, positions, zone attack options, screening/tipping, breakouts, forechecking, power play.
   ii. Defensive--forecheck systems, back checking, defensive zone coverage, faceoffs, penalty kill, covering for rushing defenseman.

c. Defensemen:
   i. Offensive--breakout options, rushing, follow the play, regrouping, holding the offensive blue line, diagonal support, play making decisions, power play.
   ii. Defensive--penalty kill, diagonal support, net coverage, pinching, odd man rushes, defensive zone coverage, gap control, holding defensive blue line.

3. **Pee Wee Coaching Priorities/philosophy:**
   a. Develop defensemen.
   b. Establish team discipline on passing and teamwork.
   c. Teach "safety valves" --some actions are never wrong.
   d. Develop creativity with puck--encourage puck handling.
   e. Individual puck protection/individual attack the puck.
   f. Maximize "game like" conditions in practice.
   g. Teach shooters to finish drills with speed and following shots to net.
   h. Develop two-way players--back check.
   i. Teach rink safety--for self and others.

Teach to an objective.

SQUIRT DEVELOPMENT OVERVIEW

Overall Goals:
Achieve sound skating ability. Stick handle while skating with head up. Pass and receive puck with accuracy while skating. Know the rules of the game and understand basic game strategies.

1. **Individual Skills:**
   a. Skating--powerful stride, deep knee extension drills, edges, balance drills, control turns, agility and acceleration drills with and without the puck.
   b. Stick handling--lateral, forward, and backward, forward to backward cupping, pushing puck on the fly, technique and speed drills, one on one moves, attacking the triangle, wide separation, use of feet.
   c. Passing/receiving--continue with fundamental techniques, forehand and backhand, on the move accuracy, drop pass, bank pass (use of boards), break to "open" / angles.
   d. Shooting--wrist shot, backhand, goalie dekes, rebounds, tips, shooting on the fly (keep feet moving), strength and quickness drills, finishing around the net.
   e. Faceoffs--Continue fundamental techniques, positions.
   f. Communication--on ice, verbal communication between players, positional awareness.

2. **Team Skills:**
   a. Forwards and Defenseman:
      i. Neutral zone--move and pass puck, headman or carry it, move to get open, create good passing angles, basic regroups, try to create 2 on 1 (odd man situations).
      ii. Faceoff plays--positioning and coverage.
      iii. Aggressive forecheck system, i.e. (2-1-2).

   b. Forwards:

i. Offensive--zone entries, introduce offensive plays, center trail, center break, attack wide, stay on-side, support puck carrier, control / movement of the puck, puck rotation, use of defensemen.
ii. Defensive--Zone coverage system (2-1-2), positions, coverage, transitions (offensive to defensive and vice versa), man-to-man angling, and breakouts basics.

c. Defensemen:
i. Offensive--breakout basics, rushing the puck, following the play, holding the blue line, point-shooting decisions/angles, diagonal support, D to D passes, pinching decisions.
ii. Defensive--net coverage, corners, D to D passes, diagonal support, 1-1, 2-1 and 3-2 rushes/situations, know goalie responsibilities.

3. Playing time during games:
a. Does not have to be equal, but each skater should play at least once every 3 shifts.

4. Squirt Coaching Priorities/Philosophy:
a. Develop defensemen--top players play defense "1/2" the season.
b. Establish discipline on passing, positional play, and teamwork.
c. Back checking--develop two-way players.
d. Timed shifts--emphasis on development, not winning games.
e. Encourage team play.
f. Teach to an objective—focus on skill being taught.

MITE DEVELOPMENT OVERVIEW

Overall Goals:
Skating--continue to work on skating, front and back crossovers.
Stick handling--puck control.
Puck movement--introduce passing and receiving, keep working on skating with puck.
Understand basic rules of the game.
Find and identify goalies to enter the squirt program.

1. Individual Skills:
a. Skating--stick on ice, forward, backward, crossovers/unders, variety of stops, starts, speed and quickness drills, mohawk turns.
b. Stick handling--lateral, forward, backward, forward to backward, cupping, pushing puck on the fly, techniques and speed drills (cones, etc.) lateral / deke moves.
c. Passing/receiving--forehand, backhand, fundamental techniques of passing and receiving with accuracy (stationary and moving), look up and pass.
d. Shooting--wrist shot, backhand, how to create "quality" shots (emphasize slot area, discourage wide-angle shots), goalie dekes.
e. Face-offs--introduce fundamental technique (draw back to defense/taking man or go for puck/open). Positional line-up at a face-off.

2. Team Skills:
a. Rules of the game--understand zones, lanes, positions, face-offs in zones, penalties, what to do when your team or other team has the puck.
b. Appropriate passes (offensive and defensive), game flow awareness, defensive angling of the puck carrier.

3. Playing time during games:
a. As equal as possible.

4. Mite Coaching Priorities/Philosophy:

a. Skill development has priority over winning games.
b. Develop defensemen--all players play defense 1/2 of the time.
c. Encourage players to skate with puck.
d. Back checking--importance of.
e. Use cross-ice opportunities to develop skills in tight areas.
f. Encourage all players to try playing in the goal.
g. Teach to an objective--stay focused, keep kids focused on skill being taught.

TINY MITE DEVELOPMENT OVERVIEW

Overall goals:
Learn to skate (forward, backward, cross-over).
Stick handling - basics of puck control.
- stationary and while skating.

1. Individual Skills:

a. Skating--hockey stance, posture, proper stride, balance, forward and backward strides, stopping, forward crossovers, control turns.
b. Puck handling--stationary, straight ahead "puck push", side to side control while skating, control around cones.
c. Passing and receiving passes--little or none at this level. Focus is on skating and skating with puck.
d. Shooting--forehand, backhand, no slap shots.

2. Team Skills:

a. None. Essential to learn skating and stick handling fundamentals.

3. Playing time during games:

a. As equal as possible. Try to have 1:1 work to rest ratio.

4. Tiny Mite coaching priorities/philosophy:

a. Keep players moving--no waiting at end of long lines.
b. Lots of fun, lots of encouragement.
c. No goalie equipment--everyone learns to skate.
d. Use a skater or Mite/10 U goalies or shooter-tooters in net (for older T-Mites).
e. Need a dedicated coach to work with newcomers/non-skaters to teach them how to skate and get off the skating bar.

PLAYER DEVELOPMENT ROAD MAP

We realize there is "no one way" to develop a player, and much of our rich tradition is based on sharing of experiences by a variety of coaches, former players, and enthusiasts. We feel it may help all of us if we capture some basic player development philosophies within this handbook. Our aim is to have a program where each level builds on the next, and where coaches can have an expectation of what skills an incoming player will have or will have been exposed to. As in any road map, there may be other routes to a destination, but it is this map that we have chosen to follow.

The following "progression pyramid", is our broad approach to player development. What follows, is a more detailed (not total or complete) picture of where we want to go in developing our players. These "maps" are published here so as to give all, parents, players, coaches, enthusiasts, an idea of where we want to go, and a vehicle to measure individual players' progression along that journey.

WARROAD GIRLS HOCKEY-PYRAMID OF PROGRESSION

High School
Highest competition level - Warrior Varsity and J.V.

15U
Player age – refer to www.minnesotahockey.org Click on players and then age chart & participation levels.

- ► District league and playoffs.
- ► Full development of individual skills and team systems.
- ► Special teams - some will be on P.P, some on P.K., some both.
- ► 15U can practice some with the H.S. upon the request of the High School Coach.
- ► Approx. 45 games and every effort to host a home tournament

12U
Player age – refer to www.minnesotahockey.org Click on players and then age chart & participation levels.

- ► 1st level of District league and playoff games.
- ► Continued development of individual skills and team systems.
- ► Kids begin to specialize at a position.
- ► Introduction of specialty teams to all players.
- ► Approx. 45 games and every effort to host a home tournament

10U
Player age – refer to www.minnesotahockey.org Click on players and then age chart & participation levels.

- ► Late entry level - development of skills.
- ► Expansion of travel hockey - select A & B teams if numbers permit.
- ► Complete understanding of rules.
- ► Early development of team systems.
- ► Kids play some at different positions.
- ► In house games when possible.
- ► Max. 35 games and every effort to host a home tournament

8U
Player age – refer to www.minnesotahockey.org Click on players and then age chart & participation levels.

- ► Medium entry level - introduce skills with emphasis on skating. Rules of the game.
- ► Equal participation emphasizes fun and development with use of cross ice games.
- ► Have kids play and learn all positions.
- ► Begin competition thru in-house teams.
- ► Introduce limited travel, with mite white and blue teams.
- ► Attendance in practice will be considered when teams are chosen.
- ► Usually 3 ice sessions / week

6U
Player age – refer to www.minnesotahockey.org Click on players and then age chart & participation levels.

- ► Recommended entry level - Introduction of skills thru fun and games. Keep things very simple.
- ► Emphasis is on skating development.
- ► Noncompetitive level -divide up teams and play across ice (2 on 2, 3 on 3, 4 on 4, etc.)
- ► Equal participation by all. *Should not use score board, kids will keep track.
- ► Usually 2 ice sessions plus open hockey on weekends

TRAVEL TEAMS:

- ► 15U, 12U and 10U levels have travel A & B team tryouts at the start of the season with rosters being finalized by Dec.15.

- ► Travel teams should have from 12-15 skaters and 1-2 goalies on their roster. (Can get WYHB permission for more or less).

- ► 15U and 12U Ice time will be at the discretion of the coach, with equal emphasis on winning and team/individual development (i.e. "playing all lines" until crunch time). 10U ice time will be on rotation system.

- ► Ice time can be reduced from a player for repeated behavioral (all levels) or poor play.

All teams will have one day per week in which no practice or game will be held, except playoffs.

The Broader the base, the higher the pyramid. (POTENTIALLY)

WARROAD GIRLS HOCKEY

15U SKILLS PROGRESSION CHART

Player age – refer to www.minnesotahockey.org Click on players and then age chart & participation levels.

1. **Individual Skills.**
    a. Skating.
        i. Develop and maintain skills from the previous level.
            ► Stress power, quickness, strength in skating, and overspeed skating.

    b. Stick handling.
        i. Develop all stick handling moves identified in 12U section.
            ► Stress improving quickness, extension, and feel for the puck.
        ii. Develop escape and reverse escape moves.
            ► Stress keeping the body low and elbows away from body.
        iii. Develop pivots F to B and B to F with pucks,
            ► Stress handling puck while moving backwards.
        iv. Introduce handling puck while gliding on 1/2 knees.
            ► Stress keeping the hands/elbows away from body.
        v. Introduce attacking the triangle, the slip around and the slip across.
            ► Stress starting slow and developing quick hands/quick puck.

    c. Shooting.
        i. Develop wrist shot, backhand, slap shot, screens, tips, dekes, one-timers from off-wing/proper wing, and playing 2-0 breakaways.
        ii. Introduce the snap shot and flip shot.

    d. Passing.
        i. Develop and improve on all passes mentioned in 12U section.
            ► Stress improving on accuracy, timing, quick release, and communication
        ii. Develop better receiving skills, using feet, stick position, etc.
            ► Stress give a target, communicate, and timing.
        iii. Introduce drop passes, back passes, and flip passes.

2. **Team Skills**
    a. Forwards.
        i. Develop breakout options, offensive attack options, and plays.
            ► Stress read and react skills in both ends of rink, forechecking systems, and penalty kill units.
        ii. Introduce simple power play basics, the concept of regrouping, and the concept of transition.

    b. Defensemen.
        i. Develop concepts of how to play odd man rushes, understanding of gap control, and offensive/defensive support.
            ► Stress understanding how to use the body w/o checking, face-offs in zones, breakout options, and penalty kill units.
        ii. Introduce simple power play basic, concept of regrouping, and concept of transition.

12 & UNDER SKILLS PROGRESSION CHART

Player age – refer to www.minnesotahockey.org Click on players and then age chart & participation levels.

1. **Individual Skills:**
    a. Skating.
        i. Develop a mastery of skills in 10 & under level.
            ► Stress improving technique and quickness.

        ii. Develop forward starts. Utilize the 10/2 position technique, stops & starts w/ open & go start, X-overs/X-unders, changing direction w/o stopping F to B.
            ► Stress deep knees, leg extension, eyes up/down, and shoulders parallel w/ice on circle drills.
        iii. Develop backward skating. Drills should include going straight back, X unders, backward starts & stops, changing directions w/o stopping B to F, 90-steps outs.
            ► Stress good hockey posture, confidence on edges, and limited arm motion.

    b. Stick handling.
        i. Develop stationary moves with the puck. Use drills that incorporate the wide/smooth, quick/narrow, diagonals, and puck in the feet techniques.
            ► Stress good extension, quickness, eyes up/down, and rolling the wrists.
        ii. Develop puck carrying in traffic and in open ice. Drills of the following nature should be utilized hockey/control stops w/pucks to both sides, control turns (180s, 270s, and 360s) to both sides' w/ pucks, and side pulls to forehand/backhand sides.
            ► Stress good technique on turns, stops, and side pulls. Encourage using and creating open ice. Encourage aggressiveness and build confidence.
        iii. Introduce ways of moving with and without the puck. Address ways to attack the triangle and use of the "slip through" move.
            ► Stress creativity, having fun, and that practice makes perfect.

    c. Shooting.
        i. Develop wrist shots and backhand shots.
            ► Stress technique, using quickness for rebounds, and following your shot.

        ii. Introduce slap shots, tips, screens, one timers in the slot, and dekes.
            ► Stress technique, where & when to use, stick/body position.
            ► Note: use weighted pucks to help develop wrist shots and backhand shots against boards or into empty nets.

    d. Passing.
        i. Develop stationary forehand/backhand passes.
            ► Stress technique, look-slide-glide, soft hands, and show a target.
        ii. Develop stationary passing to a moving target and moving passer to a moving target.
            ► Stress communication, look before passing, lead when passing to a moving target.
        iii. Introduce wall/bank passes.
            ► Stress the angle of rebound, timing, and communication.
            ► Note: use weighted pucks in stationary passing drills.

2. **Team Skills.**
    a. Forwards.
        i. Develop simple breakouts.
            ► Stress head up & look, accurate passes, begin at half speed.
        ii. Develop positions/coverage areas in both zones.
            ► Stress rink areas: slot, red zone, and safe areas.
        iii. Develop basic offensive and defensive face-off positions and strategies.

- ► Stress coverage areas, understanding where to go, drawing the puck.

iv. Develop a 2-man forechecking system with angling technique.
- ► Stress tracking the puck, anticipation, and separating the player & the puck.

v. Introduce...offensive attack options...center trail/center break.
- ► Stress using speed and width, creating an open man, reading and reacting.

vi. Introduce hot to play1-1, 2-1, 3-1 situations.
- ► Stress using speed and width, creating an open man, reading and reacting.

vii. Introduce basic penalty kill unit in the defensive zone.
- ► Stress playing the box, facing the puck, and making yourself BIG.

b. Defenseman.
   i. Develop breakout options in defensive zone.
   - ► Stress reading and reacting to situations, making good passes, and following the play.

   ii. Develop positional play in both the offensive/defensive zones.
   - ► Stress understanding zones, walk through coverage, move slowly.

   iii. Develop and understanding of what to do on faceoffs in both ends.
   - ► Stress getting to the puck quickly; think about options when getting to puck.

   iv. Develop ideas of how to play 1-1,2-1, 3-1.
   - ► Stress not backing into the goalie, forcing forwards into age areas.

   v. Introduce how to kill penalties.
   vi. Introduce gap control.
   vii. Introduce the theory of defensive support.

3. 12 U Points of Emphasis.
a. Emphasize fun practices with strong skill development.
b. Teams to be small in number (13 skaters/2 goalies) if possible.
c. Continue teaching positional play throughout the year. Go with a little at a time.
d. Try to find a good balance between winning and how much everyone plays.
e. Begin using stations for specialized positions.

10 & UNDER SKILLED PROGRESSION CHART
Player age – refer to www.minnesotahockey.org Click on players and then age chart & participation levels.

1. Individual Skills:
a. Skating—Develop forward skating drills. Use drills of the following nature (stroke/recovery, stride, X-overs, pivots F/B, turns (180, 270, 360), stops (control stops and hockey stops).
   i. Stress deep knee bends, chest/head up, arms moving in the direction you are skating, no head bobbing, staying low on turns and stops. Use balance and agility drills of this nature glides on 1 and 2 feet with good stance, balance w/inside and outside edges, deep squats, unlocking the hips (toe in/toe out) knee touches/belly & seat drops w/rolls, jumps over lines/sticks/cones with good technique, push and pull games to develop skill and communication.

b. Backward skating—start developing.
   i. Stress chest/eyes up, deep knee bends/full extension, pretend to sit on a chair, limit excessive swinging of arms, and teach the "cut a C touch your knee technique".

c. Stick handling—develop stick handling techniques. Use drills of the following nature stationary stick handling (wide/smooth, quick/narrow, diagonal).
   i. Stress grip/wrist roll, stance, eyes up/down, and weight transfer.
   - ► Develop stick handling in traffic skills. Use drills including circle/zone jams, turns/flakes on gloves, and circles/lines w/ pucks.

   ii. Stress tow hands on the stick; keep puck in front of body, eyes up and down, stance, and a soft feel for the puck.
   - ► Develop open ice carry - one hand.

iii. Stress keeping the puck, using both forehand/backhand.
► Introduce moving the puck w/feet. Utilize drills like stationary puck movement, carry puck w/feet x-ice, and drop puck into skates/kick it up.

iv. Encourage carrying the puck in traffic during drills/scrimmages.

d. Shooting—Develop forehand wrist shot drills. Common drills include stationary shots against boards, moving against goalies, etc.
i. Stress proper technique, knees bent, staying low, hand position, sweep the puck, transfer your weight, and discuss follow through.
► Develop the backhand shot. Common drills include stationary shots against boards or shooting on goalies in small areas.

e. Passing—Develop forehand passing. Use stationary passing, stationary to moving target passing, and follow you pass drills.
i. Stress staying low and relaxing. Start the puck near the heel, look at target, slide the puck firmly, weight transfer, and follow through.
► Develop backhand passing. Use stationary passing drills.

ii. Stress body position. Keeping the hands/elbows away from body and weight transfer.

2. **Team Skills.** (Spend limited time teaching these and review from time to time throughout season).
a. Introduce hockey basics.
i. Name and explain the three rink zones.
ii. Name and explain the six hockey positions.
iii. Allow kids to experiment and play different positions.
iv. Discuss basic game rules...Icing, Off-sides, Basic penalties i.e. trip, slash. **Stress safety and respect for your opponent**.

b. Introduce game basics.
i. Teach simple hockey offensive/defensive concepts.
ii. Develop basic game situations to teach game strategy.
iii. Name player positions at face-off spots.
iv. Teach players where to stand for face-offs.
v. Explain "the draw"...how it is done.

c. Plan for cross-ice games often.
i. Play 1-1,2-2,3-3, small area games.
ii. Encourage aggressiveness and carrying the puck in traffic.

3. Playing time during games:
a. Does not have to be equal, but each skater should play at least once every 3 shifts.

4. 10U Points of emphasis:
a. Skating should be the #1 priority.
b. Puck carrying and stick handling should be #2 priority.
c. Never have long lines of players standing waiting their turns.
d. Try to group players by ability and use teaching stations during practice drills and scrimmages.
e. Coaches must have their practices well organized and planned.
f. Emphasize fun and encourage others to join.

8 & UNDER SKILLED PROGRESSION CHART
Overall Goals:
Skating--continue to work on skating, front and back crossovers.
Stick handling--puck control.

Puck movement--introduce passing and receiving, keep working on skating with puck.
Understand basic rules of the game.
Find and identify goalies to enter the 8U program.

1. Individual Skills:

a. Skating - stick on ice, forward, backward, crossovers/unders, variety of stops, starts, speed and quickness drills, mohawk turns.
b. Stick handling - lateral, forward, backward, forward to backward, cupping, pushing puck on the fly, techniques and speed drills (cones, etc.) lateral / deke moves.
c. Passing/receiving - forehand, backhand, fundamental techniques of passing and receiving with accuracy (stationary and moving), look up and pass.
d. Shooting - wrist shot, backhand, how to create "quality" shots (emphasize slot area, discourage wide-angle shots), goalie dekes.
e. Face-offs--introduce fundamental technique (draw back to defense/taking man or go for puck/open). Positional line-up at a face-off.

2. Team Skills:

a. Rules of the game - understand zones, lanes, positions, face-offs in zones, penalties, what to do when your team or other team has the puck.
b. Appropriate passes (offensive and defensive), game flow awareness, defensive angling of the puck carrier.

3. Playing time during games:

a. As equal as possible.

4. 8U Coaching Priorities/Philosophy:

a. Skill development has priority over winning games.
b. Develop defensemen - all players play defense 1/2 of the time.
c. Encourage players to skate with puck.
d. Back checking - importance of.
e. Use cross-ice opportunities to develop skills in tight areas.
f. Encourage all players to try playing in the goal.
g. Teach to an objective - stay focused, keep kids focused on skill being taught.

6 & UNDER SKILLED PROGRESSION CHART

Overall goals:

Learn to skate (forward, backward, cross-over).
Stick handling - basics of puck control - stationary and while skating.

1. Individual Skills:

a. Skating - hockey stance, posture, proper stride, balance, forward and backward strides, stopping, forward crossovers, control turns.
b. Puck handling - stationary, straight ahead "puck push", side to side control while skating, control around cones.
c. Passing and receiving passes - little or none at this level. Focus is on skating and skating with puck.
d. Shooting - forehand, backhand, no slap shots.

2. Team Skills:

a. None. Essential to learn skating and stick handling fundamentals.

3. Playing time during games:

a. As equal as possible. Try to have 1:1 work to rest ratio.

4. 6U coaching priorities/philosophy:

a. Keep players moving - no waiting at end of long lines.
b. Lots of fun, lots of encouragement.
c. No goalie equipment - everyone learns to skate.
d. Use a skater or 8U/10 U goalies or shooter-tooters in net (for older 6U).
e. Need a dedicated coach to work with newcomers/non-skaters to teach them how to skate and get off the skating bar.

GOALIE DEVELOPMENT OVERVIEW

Overall Goals:

Encourage top athletes to try out for goalie.
Provide/have available goalie training tapes, materials, literature.
Encourage/facilitate attendance at goalie schools/clinics/camps.
Appoint an individual to take "ownership" of goalie development/monitoring.
If goalie clinics are scheduled through out the season, participation is required. (Recommendation that 1 coach per level participate)

Bantam/15U:

Focused, intense development, specialized coaching. Seek goalie clinics/camps--encourage attendance. Work out at high school/seniors practices as able.

- SKILLS :
  - Skate saves
  - Stacking pads
  - V drops
  - Rebounds
  - Team situations

Pee Wee/12U:

Settle on goalies. Focus on good athletes. Increase specialized coaching. Encourage attendance at goalie clinics/ camps. Candidates can purchase own equipment if desired.

r SKILLS:
o Parallel shuffle, lateral T-glide, forward/backward moves, stick saves, glove saves, leg saves, skate saves, stacking pads, "V"-drop, playing angles, rebounds, and team situations.

Squirt/10U:

Start "settling into" goalies. Pick best athletes and those who express an interest in the position. Specialized coaching introduced. WYH provide the equipment.

r SKILLS:

- Parallel shuffle, lateral T-glide, forward/backward moves, stick saves, body saves, glove saves, leg saves, skate saves, stacking pads, "V" drop, playing angles, rebounds, team situations.

Mite/8U:

Continue to rotate kids through the position, take turns wearing the equipment. WYH should supply the equipment.

r SKILLS:

- Basic stance, Parallel shuffle, Lateral T-guide, forward and backward movement, stick saves, body saves, glove saves, and leg saves, stacking pads, "V" drop, and Rebounds.

Tiny Mite/6U:

- No equipment, rotate kids through the positions, use cross-ice play. Work hard on skating**.**

WARROAD YOUTH HOCKEY JERSEY POLICY

Overall Goals:

To ensure consistent dispersal of Youth Hockey Jerseys and the accountability of players/parents to ensure that Warroad Youth Hockey Jerseys are maintained and respected

1. Warroad Youth Hockey Jerseys will be dispersed to players upon the completion of tryouts for all Squirt/10U and older levels. Team Managers will work with Warroad Youth Hockey board members to gain access to level specific jerseys
2. Players that were selected for an "A" level team will have first pick. Remaining jersey numbers will then be distributed to "B" level players
3. Players on each team (A or B) will select in seniority order (second year players select prior to first year)
4. Players and Parents are expected to maintain the jerseys. This includes periodical washing so that the Warroad Youth Hockey Jerseys maintain a professional appearance
5. At the conclusion of the season all Jerseys shall be washed and handed into the respective team manager who will coordinate the return to the arena and Warroad Youth Hockey
6. Players that fail to return or loose their jersey shall be fined $100

ADDENDUM ONE: Warroad Youth Hockey Director position description
ADDENDUM TWO: Warroad Youth Hockey Referee coordinator position description
ADDENDUM THREE: Warroad Youth Hockey tournament and retention coordinator position description

Warroad Youth Hockey Director:

1. The purpose of the position is to lead and develop the Boys and Girls Hockey Programs for Warroad Youth Hockey. The programs will be built in collaboration with the High School coaching staff from each group.
2. For reference by Coaches, Parents and Players, the Warroad Youth Hockey Manual should be updated annually for each level. Benchmarks and expectations for development should be listed clearly.
3. The Youth Hockey Director will manage the selection of Coaches for each season. Open positions will be advertised. Interviews will be held. These will be organized and overseen by the Youth Hockey Director. The Director may choose to select a group of Youth Hockey Board Members to participate in this process.
4. The Youth Hockey Director will hold a coaches' meeting within the first month after teams have been selected. This time will be spent going over general information and goals and expectation for the upcoming season.
5. The Youth Hockey Director will attend 1-2 practices at each level before Christmas Break and attend at least 1 practice at each level after Christmas Break.
6. The Youth Hockey Director will have at least one meeting with each Head Coach, and assistants if they so wish. Meetings should happen early enough in the season so that if correction is discussed, there is time to make a positive impact on that season. A short report will be generated for each Coach.
7. The Youth Hockey Director will hold a Managers Meeting in the first month after teams have been selected. The Youth Hockey Director should appoint one Youth Hockey Board member to be the Manager Liaison.
8. The Youth Hockey Director should appoint and lead a Discipline Board. This should consist of the Youth Hockey Director and 2-3 other members of the Youth Hockey Board.
9. At season's end, the Youth Hockey Director should write a short synopsis of the season for each team. This could include information on Coaches, Players, Parents. Adding a note about the opinion on how effective this Coach was and has the potential to be in future seasons.
10. All reports should remain confidential, but be available to Youth Hockey Board upon request.
11. The Youth Hockey Director will oversee the Tournament Director and Staff.

Warroad Youth Hockey Referee Coordinator:

1. The purpose of the position is to lead and develop the Boys and Girls referees for Warroad Youth Hockey.
2. The referee coordinator shall report to the Warroad Youth Hockey Director
3. The referee coordinator shall administer the scheduling software. Officials that do not have access to the scheduling software must email the referee coordinator who will input their availability into the software.
4. The referee coordinator shall schedule all Warroad Youth Hockey referees for each game of the season to include tournaments at each level
5. A monthly schedule shall be emailed to Sarah Hardwick with officials' assignments at the end of each month for tracking of payment issuance.
6. The referee coordinator shall email a referee schedule for each home tournament by Monday following a tournament for tracking payment issuance.
7. The referee coordinator shall post a weekly referee schedule in the Arena Managers office prior to the start of the week.
8. The referee coordinator shall provide 72-hour notice to the Youth Hockey Director if he/she is unable to fill in referee slots prior to a scheduled game.
9. The referee coordinator shall work with the Youth Hockey Director and Youth Hockey Board prior to offering any referee incentives to get additional referees on the schedule. These incentives include extra pay outside what Warroad Youth Hockey pay schedule is, mileage to and from their residence, etc.
10. The referee coordinator shall be paid $1,500 for the season which can be offered as a lump sum at the end of the season or at a rate of $300 per month (Nov-Mar)
11. The referee coordinator shall receive a $100 per month bonus if the following are met:
    a. All officials' slots for all scheduled games are filled for that month. This includes one (1) official at every game and two (2) officials, when possible, for all levels except tiny mites, mites, and 8U.
12. At season's end, the referee coordinator shall write a short synopsis of the season and present it to the Warroad Youth Hockey Board. This could include information on seasonal issues, future recruitment ideas for the next season, etc. Adding a note about the opinion on how effective a certain referee was and/or the potential that certain referees have in future season.
13. The referee coordinator will be overseen by the Warroad Youth Hockey Director