Novice Major

Program Overview

Soo Pee Wee Hockey League

- May 2019





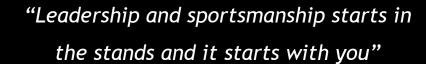




Initiation Novice Major (Age 8)

Program Goals

- Create a safe, fun environment for all players ages 4 to 8 years old to begin the development of basic hockey skills, team work and sportsmanship
- Create an environment where all players can succeed
- Have players working with players of like skill to develop confidence and self esteem
- Developing fundamental movement skills (skating, jumping, twisting) manipulations skills (shooting, puck control) and overall motor skills (agility, balance, coordination) in a fun and safe environment that promotes self-confidence.
- Encourage more parents to get involved in coaching



Trevor Linden President of Hockey Operations Vancouver Canucks



Initiation Novice Major (Age 8)

Keys for Success

- Station work during practice with a focus on individual skill/tactic development
- 5:1 player to coach ratio (recommended by Hockey Canada)
- Tiering of players in all situations (drills, small area games, games etc....)
- Continue to grow their impression of hockey in a positive environment for players and parents
- Collaboration with and amongst coaches at every level
- Maximize ice time by putting upwards of 40 players on the ice at a time

"Leadership and sportsmanship starts in the stands and it starts with you"

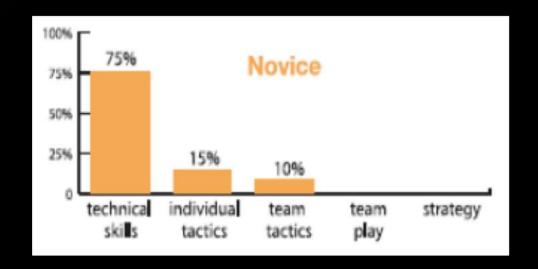
> Trevor Linden **President of Hockey Operations** Vancouver Canucks





Novice Major Tier 2

- 14+ skaters per team
- 5-1 player to coach ratio
- 20 25 of skating; followed by station work during practice
- Players tiered based on ability during station practices
- Half ice games (3 on 3) or (4 on 4) Promotes speed, skill and agility
- Tier players by playing like-ability vs. like-ability when players are split up for games







Novice Major Tier 1

- 14 skaters per team
- 5-1 player to coach ratio
- 20 25 of skating; followed by station work during practice
- Players tiered based on ability during station practices
- Half ice games (3 on 3) Promotes speed, skill and agility
- Tier during games and play like-ability vs. like-ability

