



KMHA U9 Program 2023/2024



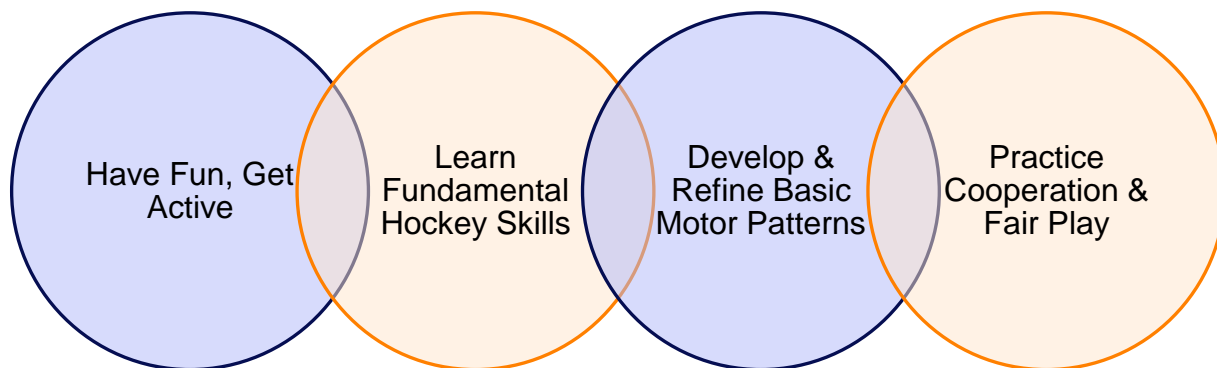
KU9 Program

U9 hockey is a key part of the foundation upon which the entire hockey experience is built. It is a crucial piece in building the skills of players at every level – players benefit from getting the ‘right start’ in the game.

The first years of hockey need to be a positive experience. A fun and exciting start gives young players the opportunity to enjoy hockey for life.

Kids become members of a team, develop self-confidence and experience personal achievement, all through fun and fair play.

Program Goals

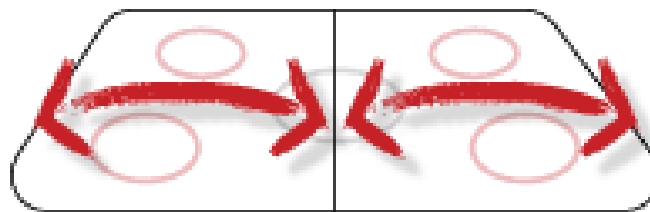




Half Ice Games

Small spaces mean more engagement in the play and more activity. Players are closer to the play at all times and have more opportunity for puck touches. Regardless of the skill level or the ability of each player, opportunities to be engaged in the play are doubled when the playing area is smaller. NHL research has illustrated that all skill areas of the game increased substantially when players played in small spaces more suited to their age.

HALF-ICE



Emphasis on Skating Skills

Agility, Balance, Coordination & Quickness

More Puck Battles

Reinforce Fundamentals

Skating, Puck Control, Passing & Shooting

Ready for Body Contact and Checking Skills

Increased Frequency of Making Hockey Decisions

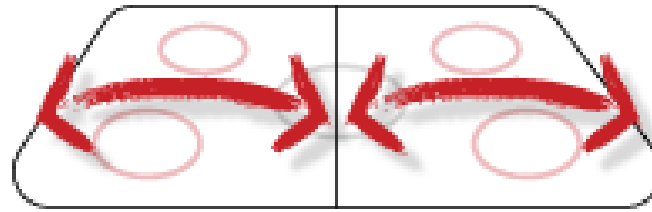
Improved Ice Awareness & Hockey Sense



Half Ice Games

Dividing the playing surface is a decision that has been made in consultation with experts in athlete development. It is important to understand the benefits of cross-ice hockey and why Hockey Canada has a national policy ensuring all Timbits U7 hockey is played in smaller, modified spaces.

HALF-ICE



2 x

Puck Touches

- Players are closer to the play and can touch the puck more often, meaning more opportunities to be engaged offensively are doubled.

6 x

Shot Attempts

- Players are closer to the puck at all times and the puck is put towards the net much more often.

3 x

Shots on Goal

- Players are much closer to the net, skate shorter distances and have increased opportunity to create offence.

2 x

Pass Attempts

- Players pass and attempt to pass the puck more often – with and without the puck, they are closer to the game.

5 x

Passes Received

- When passes are shorter, accuracy improves and players have more success receiving the pass.

KU9

Program Details

- Players are part of a team and are expected to follow team rules.
- Players are to have respect for their teammates, coaches, opponents, officials, and parents.
- Players are to always try their best. Their teammates rely on them.
- Build the foundation of a strong work ethic by consistently participating in practices with a high level of activity.



Two ice times per week



One weekend and one weekday ice time per week



1 hour ice times



14-16 players per team



Divided into three tiers to play with like-ability players for maximum growth



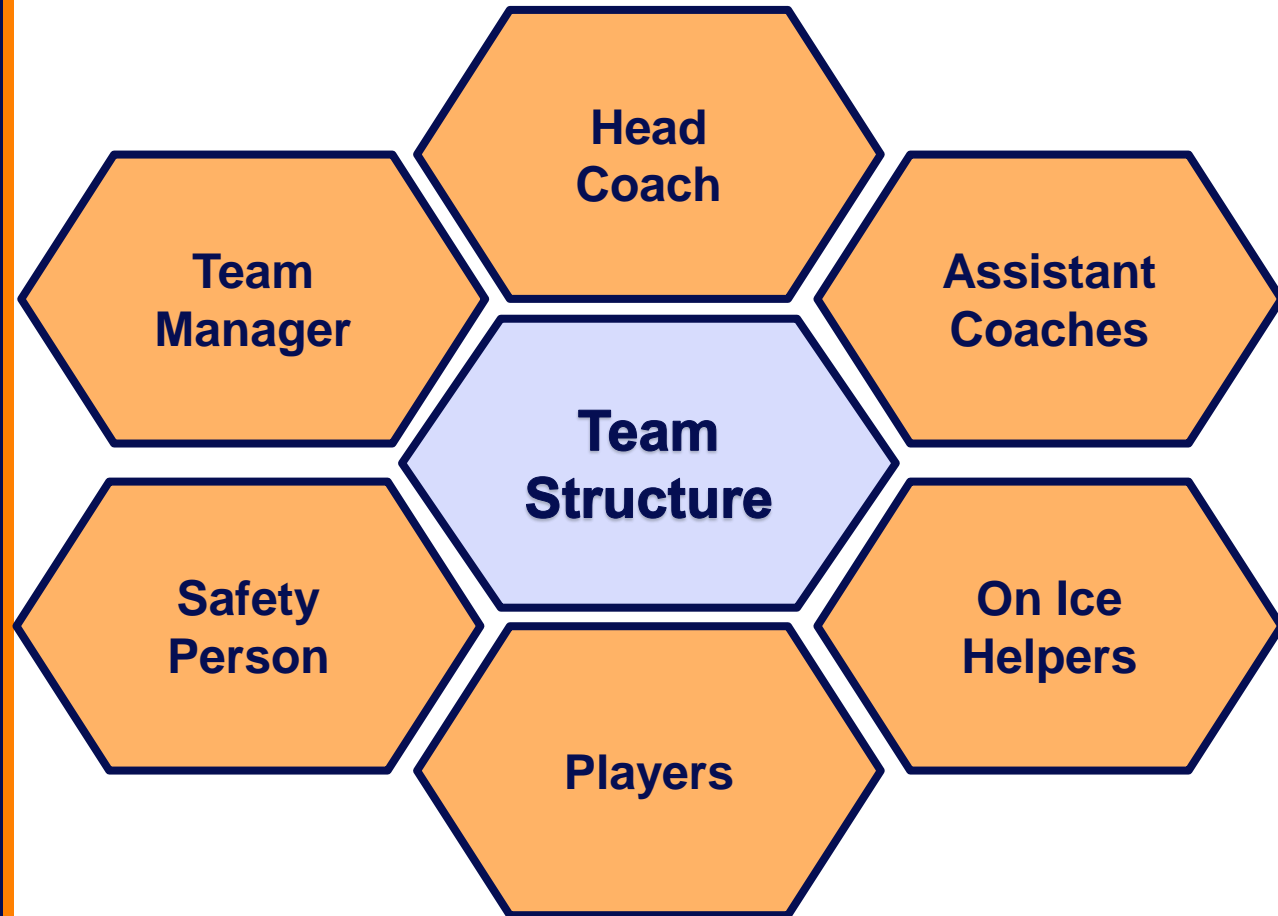
Can attend up to two out of town tournaments per season



Team Structure

U9 will follow a team model with all players on a team. Each team will require many volunteers, including the following.

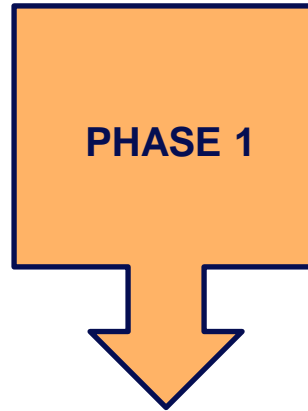
- Head Coach (1)
- Assistant Coaches (2)
- Team Manager (1)
- On ice helpers (2+)
- Safety Person (1)





Season Plan

The season will be split into three phases emphasizing on skill development, being part of a team and having fun.



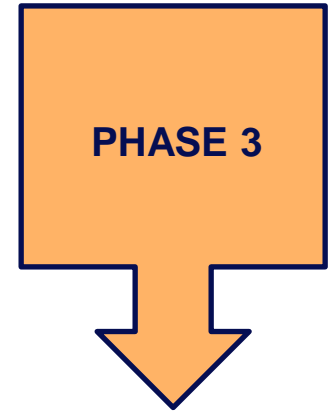
Sept 15 – Oct 31

**No Games
Practice Only**



Nov 1 – Jan 15

**Half Ice Games Start
1:1 Practice to Game Ratio**



Jan 15 – Mar 15

**Full Ice Games Introduced*
1:1 Practice to Game Ratio**

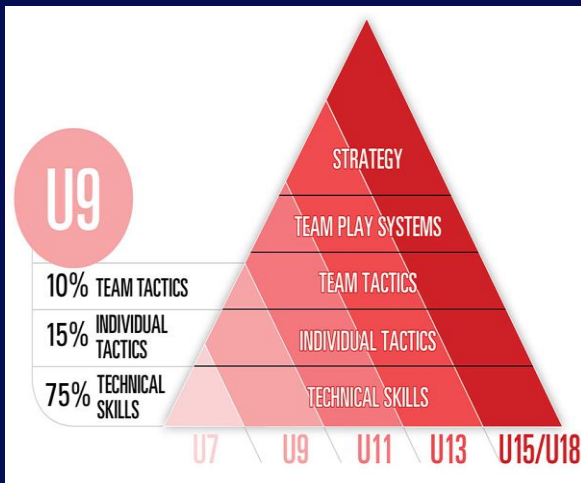
*Full ice games at Orange division



Practice Structure



- Head coaches are responsible for running the practices.
- Practice Plans will be made by the head coach with support from KMHA.
- 2 teams will share the ice for each practice.
- Players to be divided by skill level within their team.
- 1 hour ice times.



	PRACTICE PLAN	
	TIME	DETAILS
Warm-up	10 Minutes	Group warm-up together
Skills Stations	40 Minutes	Each team runs 2 or 3 stations on their own side of the ice.
Group Activity	10 Minutes	Game or activity to end practice

K U9

Gameplay

Player Surface Set-up

The game play format used in U9 half-ice hockey is the Two-Team Game Play Model. This model is built on two teams playing one another in two halves. Each U9 team is divided into two units. Each team is required to dress two goaltenders, one for each half-ice game.

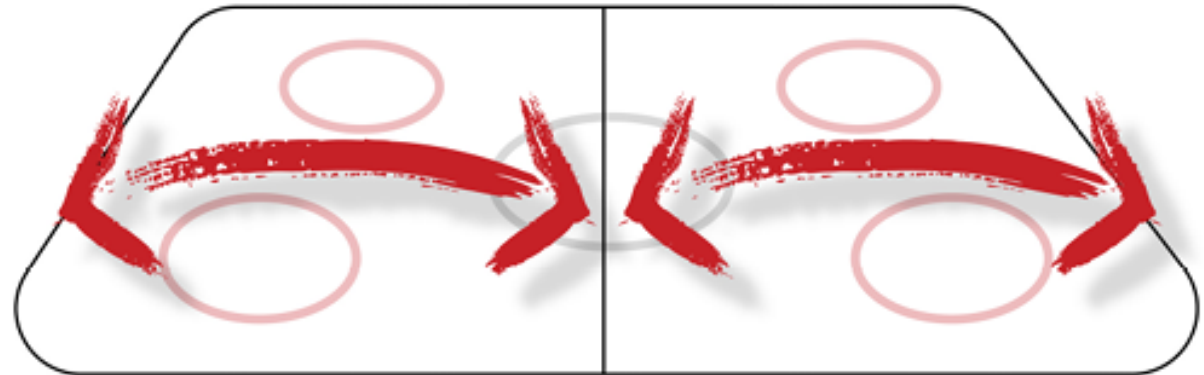
Half-ice (4-on-4)
Full-ice games permitted January 15 or later if Member allows

Continuous play

No offside/
no icing

Timed buzzer
or whistle for
line changes

Players
change on
the fly

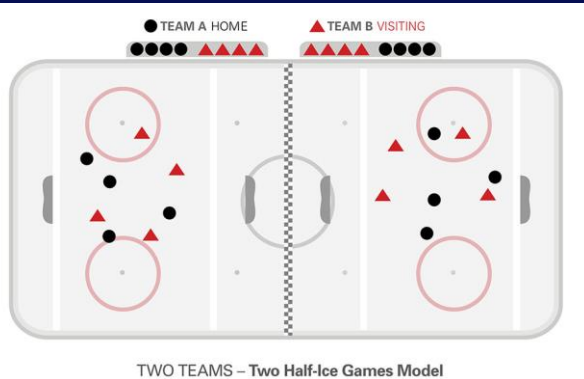


No score or standings kept

Goaltenders wear full
goaltending equipment

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Half Ice Gameplay

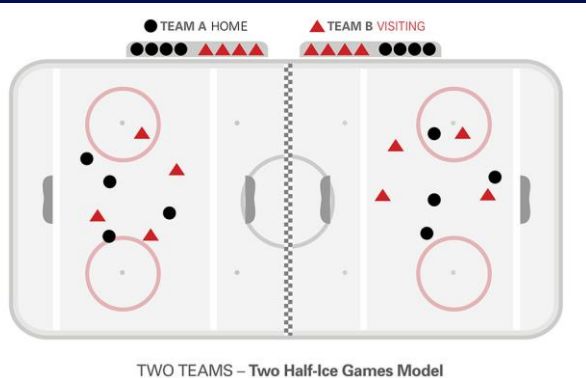


Game Set-up and Flow

- Each game will be played 4v4.
- Two periods, run time. The score clock can be used to keep time for both games simultaneously. No score is kept.
- One referee per game.
- Each team will be divided into two units of players, each with a goaltender. Divide players into two groups based on skill level so the stronger players are playing against each other.
- Each team has two goaltenders, one for each half of the ice.
- Shift lengths must not exceed 2 minutes.
White 75 seconds, Orange 90 seconds, Blue 120 seconds.
- Teams will share the player's benches, with each team using the gate closest to their net.
- Two face-offs during the game. One to start the game, and one to start the second half.
- No off-sides, no icing.
- Coaches can be on the ice with skates to help direct their team to begin the season.

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Half Ice Gameplay



CHANGE OF POSSESSION

- Goaltender freezes the puck – Puck shot out of play – Goal is scored.
- Continuous play – the official will blow their whistle and signal the attacking players to back off three metres. Once the attackers have moved back, play may resume as soon as the possession team has control of the puck.
- The goal is to keep the game moving with limited stoppages.

SHIFTS/LINE CHANGES

- Buzzer or whistle will sound to signal the players to change.
- When the buzzer/whistle sounds, players must relinquish control of the puck immediately and skate towards the bench. Resting players immediately skate to the live puck.

Tag Up Rule: If there are fewer than 4 players on the bench, the active player designated to stay out for the following shift must tag up at the bench prior to racing to the play the loose puck.

Penalties

- Minor penalties are noted, with the official raising their arm to indicate a penalty.
- The penalized player will return to their bench and miss the rest of the shift.
- If the infraction happens at the end of their shift, the player will miss their next shift.
- Teams will not play shorthanded. The penalized player is replaced with a new player.



Full Ice Gameplay

All players should have the same opportunity to contribute, regardless of skill or ability. A coach's responsibility is to develop all players. Shortening of the bench in an attempt to win games is not permitted. All players and goaltenders should receive fair and as close to equal as possible ice time.

Full Ice Gameplay

- 5v5 introducing off-side and icing.
- Two periods run time. No score is kept.
- Two referees per game.
- Stoppage in play results in a faceoff.
- Shift lengths – 90 seconds.
- All players play all of the positions – forward, defence, goaltender.
- All players get a chance to start games and play in end of game situations.
- Full time goaltenders are allowed.
- If multiple “full time” goaltenders, they will share the net equally. If they are not a goaltender for a game, they should be allowed to play as a skater.
- Small net are recommended.

Penalties

- Minor penalties are noted, with the official raising their arm to indicate a penalty.
- The penalized player will go to the penalty box to serve a 1 min penalty.
- Teams will not play shorthanded. The penalized player is replaced with a new player.
- The penalized player will come out of the box at a whistle near the 1 minute mark.

