# Hatfield Ice Coaches Drill Book





#### Practice Rules & Tips

- **1.)** Keep the players moving as much as possible! The less the players stand around, the less likely they will lose focus or interest in the practice.
- **2.)** All Coaches at any level should always focus on the following areas AND work on them in this order: Skating, Individual Skills, Team Drills, Competition, mini game.

Start your practice off with some focus of skating & endurance. After 15 to 20 minutes, move onto stickhandling, passing and shooting drills for another 20 to 25 minutes, then you can work on incorporating the skills you just worked on into team drills and game situations. You should not do positioning or system work until the last 10-15 minutes of practice. This should be even less so at the Mite & Squirt levels.

Try to do some sort of fun activity or game at the end. Players will feel like they are rewarded for their hard work. If it focuses on any kind of skill work, even better!

- **3.)** If the players are doing a drill wrong, STOP THE DRILL! Do not let the drill continue while the players do it incorrectly. Blow the whistle, stop everything and explain to the kids exactly what you are looking for.
  - Make sure everybody is paying attention when you talk. If they goof while you are teaching, then you need to stop them and instruct them to listen before you continue. If they still misbehave after that warning, then you may need to skate the whole team to get your point across.
- **4.)** Try to have drills ready to go right after one drill is done. Use your assistant coaches to help setup the next drill while you instruct the kids. Ice time is precious and it is important to make the most out of it.
- **5.)** Try to keep the chalk talk to a minimum. If you take only 5 minutes to explain each drill, that might be 20 or 30 minutes of non-activity. Bring the kids in, explain the drill and then instruct them where to go. This should only take about 45 seconds to a 1 minute to set the kids up and go over it. If it takes you as long to explain and setup the drill at is to run it, then you should not run that specific drill.
  - Once you get the drill going, make sure they run it correctly. Again, do not hesitate to stop the drill.
- **6.)** Try to always put some sort of practice plan together on paper. Focus hard on 2 or 3 specific things. Do not overload. Practice Plans are even more important when using assistant coaches. Keep them on the same page with what you are trying to do. Keep them interested. They should not be just firing pucks around.
- **7.)** Try to stay away from yelling and screaming unless necessary. If you yell all the time, kids of any age will just start toning you out. Stay positive with your players!

## **Hockey IQ Tips**

#### **Skating:**

- Basics: Always skate with knees bent, Head Up, Chest up. Skating is angling your feet and pushing off the ice, from the middle of your body and back. Once they do this correctly, have them focus on extending their stride back as far as they can.
- **Stance:** When starting any drill, the kids should begin in hockey position. Hockey position is a stand still position, knees bent, chest up, head up, 2 hands on the stick, and stick on the ice.
- Skating Turns:
  - ➤ Hockey Turns A Hockey turn is a tight turn used for changing directions quickly. Feet should be close to together and you should lean on your inside foot while leaning both feet the same direction. If they are doing a LEFT turn, they should lead with their LEFT foot. If they are doing a RIGHT turn, they should lead with their RIGHT foot. Stick should be pointing where they are going. Both Skates should be on the ice.
  - ➤ Crossover Turns: Used for keeping speed up while turning. Both skates should be leaning the same way. You are stepping your outside foot over your inside foot. Try having them stand still and crossing over with their Toes pointing forward. Once they are able to do this, then you can have them crossing over while moving forward.
- Backwards Skating: Players should begin learning how to skate backwards by doing C-cuts, 1 foot at a time. Once they know how to do that, then they should learn on crossing their feet over to gain speed.

Players should start out holding 2 hands on their stick. Once they are competent in skating backwards, then they can hold 1 hand on the stick. Make sure to emphasize on keeping the stick under control and in front of their body.

- **Stick Use:** Players should always have 2 hands on their stick unless they are chasing the puck or an opponent. They should skate as if they are always ready for the puck to come to them. If they skate with 1 hand on their stick, they need to pump their arms back and forth, not side to side. Stick should always stay in front of them and when turning, pointing where they are going to go. This helps with balance and control.
- Edges: Players have an INSIDE Edge and an OUTSIDE Edge on both feet. The inside edge is the inside of their skate. The outside edge is on the outside of their skate. Try to focus on skating drills where they have to use both of these edges. When they do hockey turns and crossovers correctly with both skates on the ice and leaning the same way, they are using both their edges

(Example: Skate is on their inside edge  $\rightarrow II \leftarrow$  skate is on their outside edge.

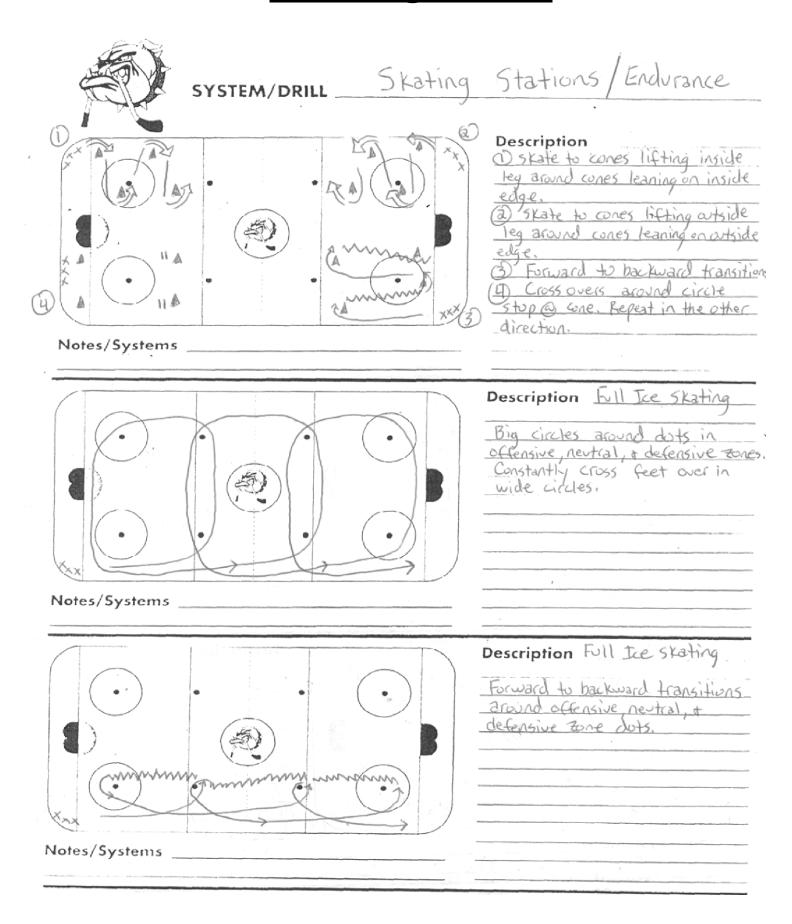
• **Body Movement:** Players should not be bobbing their head or over working their upper body when skating. All speed and skating strength comes from their lower body (hip, legs and feet). Their head should be up and eyes pointed forward. Arms should only be used for swinging back and forth when chasing OR for when stickhandling. If they are pumping their shoulders and arms, but not moving very fast, then they are not concentrating enough on using their legs.

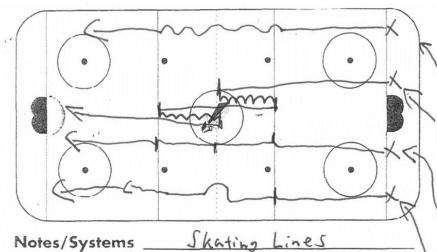
#### Puck Skills:

- **Stickhandling:** This is an important skill to controlling the puck and setting up other skills properly (passing & shooting). When teaching this skill, focus on the following:
  - > 2 Hands on the stick, lower hand towards the middle of the stick. They should not hold it like a golf
  - > Little noise should be heard. There should be no banging of the stick on the ice.

- > The length you stickhandle from 1 side to the other should be the length between your feet. When stationary, feet should be about body length apart.
- > Try to keep your head up. It is ok to look down to check where the puck is, but encourage players to work on keeping their head up while stickhandling stationary and while skating.
- Passing: This is a skill set you can teach in almost in any type of drill or situation. When working on this skill, focus on the following:
  - > Always 2 hands on the stick, stick on the ice.
  - > The best and easiest way to teach passing is stationary. Have each player pair up with a partner and have them about 2 to 3 stick lengths away. The older they are, the further you can separate them, but start it close and then widen it if you feel they are ready.
    - Passing Position: Their stick blades should be open and facing each other. Their top hand's shoulder should point to where they are passing, with the chest and toes facing the side. See the picture →
    - Players should start the puck in the middle of their blade towards the heel of their stick.
  - ➤ When passing, encourage the players to SWEEP the puck, not slap it. This is a bad habit that most young players have. They should start the puck near their back foot and push the puck forward.
  - ➤ When passing, the players need to STICK HANDLE the puck into proper passing position, as explained above.
  - > For backhand passes, the same rules apply. They should bring their stick back and sweep the puck.
- **Shooting:** Players are generally self motivated to get better at shooting. With that said, you need to focus on same basic techniques in order to help them:
  - > Keep 2 hands on the stick, with the lower hand towards the middle of the stick.
  - ➤ Like passing, the best and easiest way to teach shooting is stationary. Line the players up across the ice and allow them to shoot one at a time so you can focus on each player.
    - Shooting Position: This is similar to passing position. Their stick blades should be open and facing the net. Their top hand's shoulder should point to where they are shooting, with the chest and toes facing the side.
    - Players need to stick handle the puck into the correct position. They should start the puck near their back foot and push the puck forward.
    - They should start the puck in the middle of their blade towards the heel of their stick. When they shoot, they should follow through with their stick to the target.

## **Skating Drills**



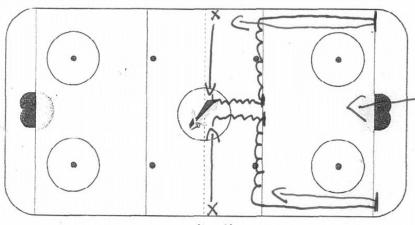


Description 4-6 Lines

- Pivots: FWD to BWD + BWD to FWD

-Agility: Fw O to Red Line, Crossovers back to Blue line Fw O to far Blue Bw to Red Fw O to Goaline

Balance: Right Knee Blueline, Left knee Red, Both Knees for Chne line



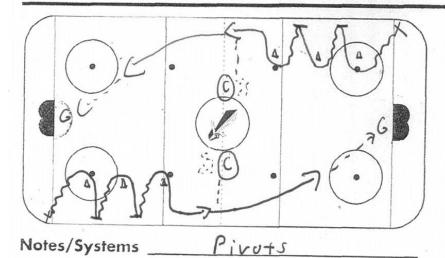
Notes/Systems Agility

Description \_

Stamach on Far Blue

Skating Progression: 4 Lines or 2 Lines
- Forwards to the middle Pivot
- Backwards to the Blue Line.
- Crossover Steps to the Boards
- Turn forwards at the Boards

Skate Full to the Goaline and Skate hard back to Line

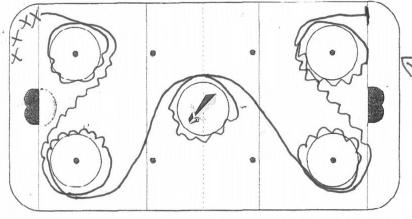


Description

- 2 Lines, Opposite Corners - Pucks in the middle w/ 2 coaches.

- Players Start BWO, pivot FwD at Conos, FwD to the Boards, Pivot BWD frum boards to conos

catch a pass from the Coach, go in and Shoot.



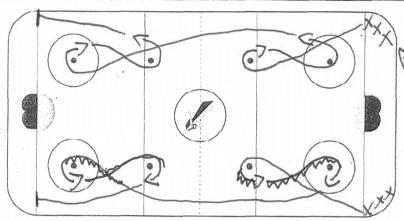
Notes/Systems

Crossovers

Description

Circles: forwards Bachwards Pivots

\* To speed up the tempo, you can these Drills in Half Circles. This gets them moving faster through their crossovers.



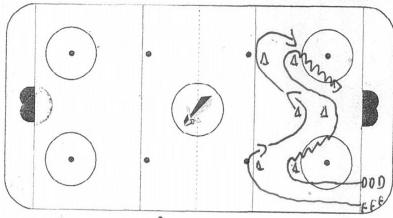
Notes/Systems Hockey Turns + Pivots

Description

Lines

Orill order: HOLKEY Turns 4th Dot

Pivots (same as arbove) 4 + 4 100+ Pivots 300 Oot



Notes/Systems \_

Pivots + Transition

Description

on 1 Orill: Line of forwards

- Forward Always skates forward W/ Puck

- D-Man faces I Direction and does Pivots. Ion 1 after final

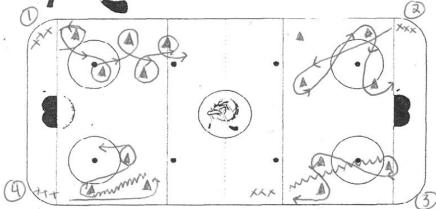
Cone.

## **Skill Drills**



SYSTEM/DRILL

Stickhandling Stations



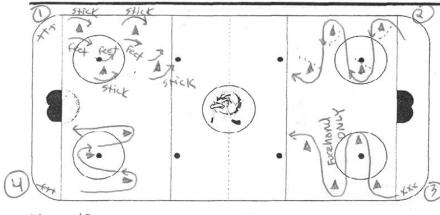
Notes/Systems

Description

(1) State between cones. Inside out trans. Always come up middle of cones (2) forward to top cone, left turn around to bottom cone, right turn around to last cone left turn (3) Start backwards to hottom cone, transition forwards to top cone, left turn then right turn.

(9) Forward to top cone, transition

1) Forward to top cone, transition hackwards to bottom cone forward to third cone, tight turn around cone.



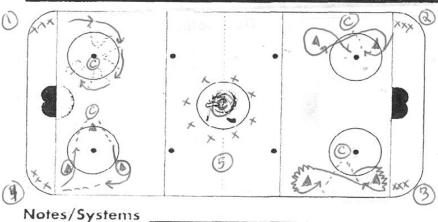
Notes/Systems

Description

(2) Forward around cones. Slide puck inside + around the cones. (3) Forward around the cones. (3) Forward around the cones.

Keep pick on forehand. Do not move ask to backhand.

1 Forward around each cone, w pattern.



Monkey in the Middle, Keen

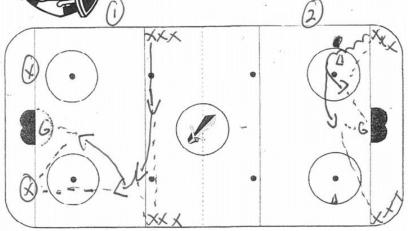
Description Passing Stations

D Forward around circle passing

2) Figure & passing w/wach, 2

3) Figure 8 Passing w/wach. Transition forward to hackward around each cone. Always forward through middle.

to coach, receive back around 200 cone, pass tight turn 300 cone, pass to next player in line.

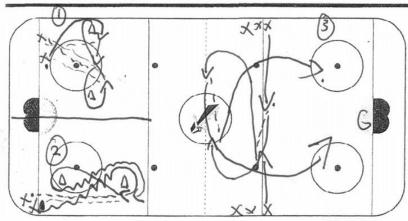


Notes/Systems Player must ofen up and Passer Give Target TO

Description (1) 2 Lines w/ fucks - Skate across, Phss to other line - Return Pass, skate towards Page - Give n Go Pass, -7 Shot

2) 2 Lines w/ Pucks - Shate Backwards ground Cone, eatch pass from same line. -7 Shot

- Go to the net, catch Pass from opposite line, shot on net.

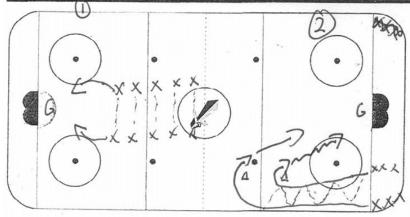


Notes/Systems Focus on Passing on From each line do crisscross + Pass Forehand and Backhand.

Description (1) / Line U/Pucks - first Player will skate w/ Puck doing figure 8's. - After every turn, Pass the Pack back and forth with 2nd Player in line

2) Same as Drill (), except they do Pivots.

(3) 2 Lines, Pucks on I side. Player 2x and come back in 2000



Notes/Systems

#### Description

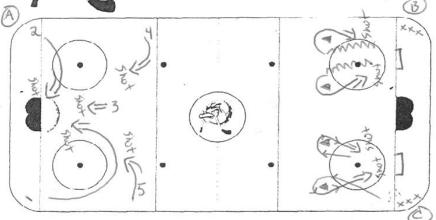
Stationary Passing + 2 on 0 - Have players in lines Passing back and forth. - On whistle, first pair go in for a shot. Week the same - They then go back in line.

D2 Lines: 2 on O Passing up to Cones. Player on boards goes to top Cone w/ puck. Inside Player Pivots ground 1st come. Ion 1.



#### SYSTEM/DRILL

#### Shooting Stations

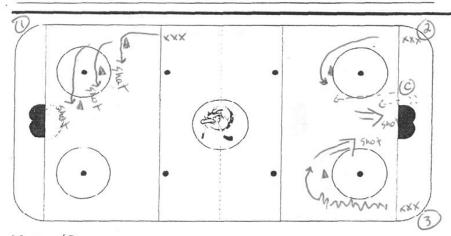


Notes/Systems

Description

A Follow Pattern 172737475 71. Lines @ all 5 stations. B Backward transition forward around come + shot. C) Forward inside/out turn and

variations Add passes from wach after player turns around cones.



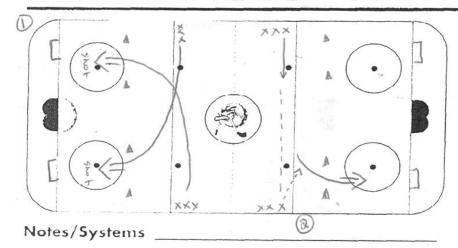
Description

O Progression Shooting. Around 12th who work long shot 2th cone w/mid short short.

(a) Forward around cone, receive pass from wach, quick shot, go to net + receive 2th pass + shot.

(3) Backwards to start. Around cone, transition forwards + take shot.

Notes/Systems

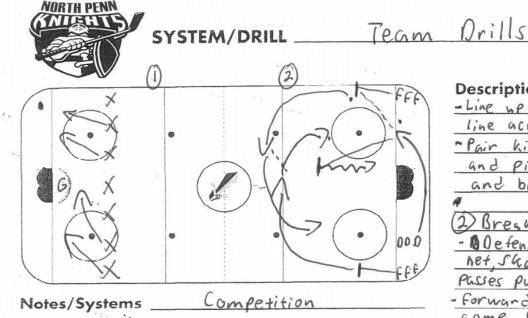


Description

Shoot as soon as player goes through cones. Follow for rebound

2) Same set up. Make pass to player in opposite line, receive pass back, through comes w/ quick shot.

## **Team Drills**



Description O Half 2 one 2 on 2

- Line up all players in Straisht

line across the ice

- Pair kids up, dump puck in

and pick a pairs to go in

and battle for the puck.

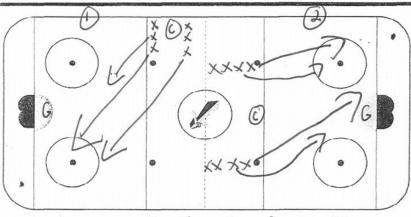
2) Breakout -> 2 on 1

- Defense starts w/ Puck behind

net, skates around net and passes puck to forward.

-forwards crisscross and pass

come back in 2 on 1.



Notes/Systems Battle for Puck, Situations

Description (1) Situations:

- 1 Lines: 2 Players from line 1

- 1 Player from line 2 will go.

- Coach Dumps Pack in It starts

Out as a 2 on 1. The coach will

then add players in from each

team. This will chanse the

Situations on the fly.

2-2 Lines: Coach in the middle.

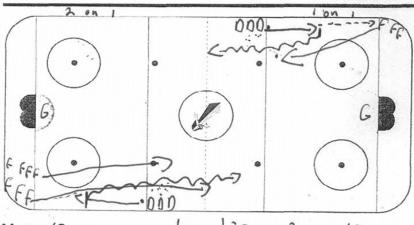
Coach dumps puch in, 2 player

from each line Co. 2 on 2.

Team that passes to the puck back

to coach is on offense. Other team

is on Defense.



Notes/Systems lon 1's 2 on 1's

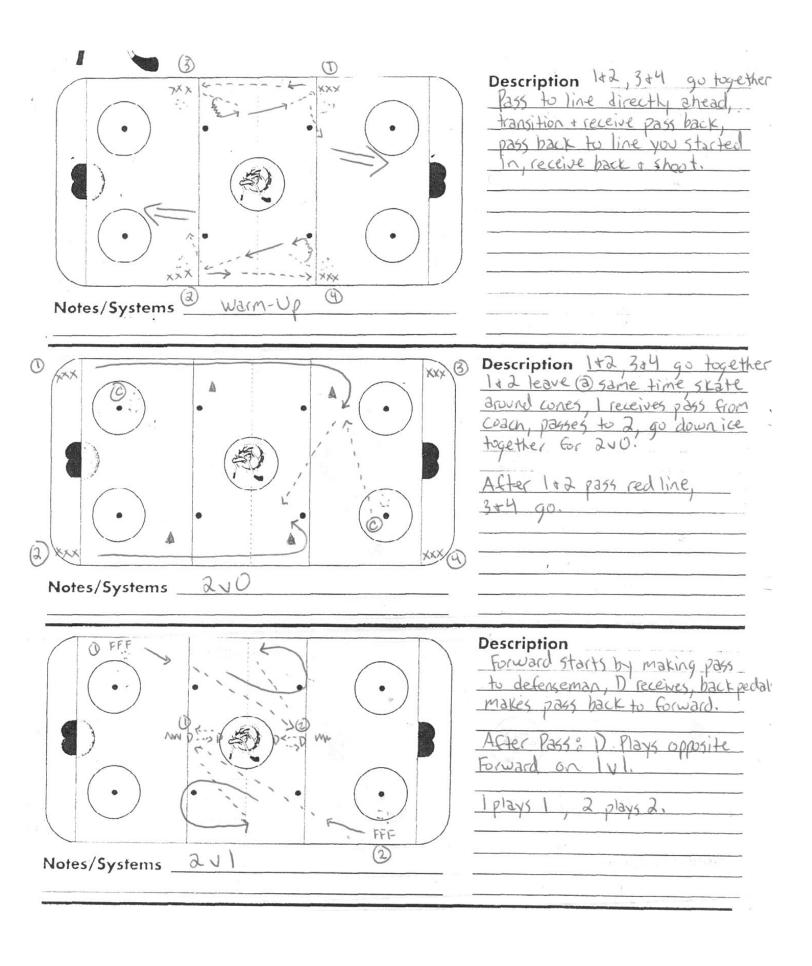
Description

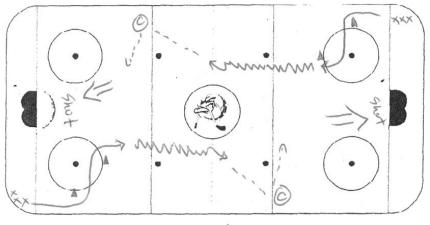
2 Defense Lines, opposite sides

2 forward Lines, opposite sides

- Defense starts w/fucks
- Defense skates towards forwards
Passes puck to forward then
Ifivots back lon 1 each
direction.

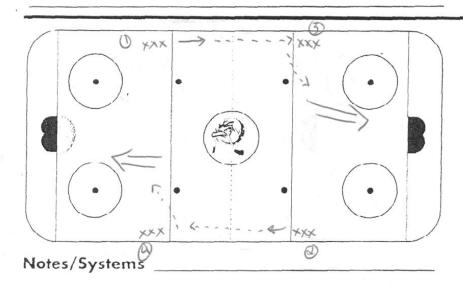
- You can send 2 forwards and create 2 on 1 Situations





Notes/Systems Warm-Up

Descrip	ofton			
Forw	ards -	through	cone	Ś
trans	ition -	to back	tward (	22
cone,	backw	ards.	to Red	line.
transit	ion fo	rwards	to Red	to
Coach	recei	ve pas	s back	take
Shot.	,	1	,	



Description 1+2, 3+4 go tagether
1 passes to 3, 3 chips pass back
to 1 across blueline, go in t
Shoot.

1+7 @ same time. Then 3+4 @ same time.

Notes/Systems

Description Small Ice Games

Object to wach to Change possession.

(2) 21/7 O plays 21, if he gets possession, passes to O teammates on opposite end. Can NOT go past middle divides. Must stay on own end.

## **Mini Games**

