



# ASSOCIATION LEADERSHIP WORKSHOPS



# CANADIAN PLAYER PATHWAYS

ATOM

# NOVICE vs. ATOM – WHAT HAS THIS TAUGHT US

- We need to work more closely with our member associations.
- Planning is crucial.
- Consistency across OHF Member Partners is important.
- Understand that we are in this TOGETHER.
- Made us Engage.



# WHAT WE **THINK** IS MANAGEABLE

- Optimal Seasonal Structure – Games & Practices
- Coaching Content
- Coach Certifications
  - Buy in on qualification requirements
  - Ongoing Education (Professional Development)
- Player Skills Checklist



# WHAT WE THINK THE CHALLENGES ARE

- **BIG CHANGE:** Spring Tryouts to Fall
- **BIG CHANGE:** Tournament Style Playoffs vs. Series
- **BIG CHANGE:** Seasonal Breaks

**“As many as possible for as long as possible”**



# WHAT IS THE **ATOM** PATHWAY

- The Atom Pathway is a progressive, learn to play teaching curriculum. This pathway is an important transition from the Novice pathway and into the Pee wee Pathway.
- Consists of four phases of instruction, designed for entry level hockey players as well as those progressing from Novice.
- Introduces, develops and refines the skills of skating, passing, puck control and shooting in a progressive one step at a time manner.

The main goal is to continue to have fun while developing skills. When players continue on a positive note they automatically enjoy the game and usually go on to have fun playing hockey for many years.



# OBJECTIVES OF THE PROGRAM

- Continue to grow their impression of hockey as a positive one for players and parents.
- Play/Games should be small area games in practice transitioning into full ice for formal games.
- Some streaming of the players – goal is to have players working with players of like skills to develop confidence and self esteem.
- Introduction to position specific skills.





# SEASONAL STRUCTURE

# SEASONAL STRUCTURE – ATOM

Branch Atom - Dev	Start date for Tryouts	Seasonal Breaks	Game Cap	# of Practices	Start Date of Practice	# of Games	Start Date of League	Start Date of Playoffs	End of Playoffs	Rounds or Tourney
Ideal	Sept 15	Yes - 2	45	45 - 50	Oct 1	35 - 45	Nov 1	Mar 15	March 30	Tourney
BC	Sept.4	No	No	40	Sept.10	40	Oct. 1	Feb. 28	Mar. 15	Tourney
AB	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
SK	Oct 1	Christmas	No	2/week	Oct 1	40	Oct 20	Feb 15	Mar 15	Rounds
MB	Sep 25	No	No	30	Oct 10	30	Oct 26	Feb 20	Mar 20	Double Knockout
HNO	Sept 4	No	No	35-50	Sept 21	45-60	After Thanksgiving	Feb 15	Mar 30	Round Robin, Championship Series
OHF	Apr 15	No	No	2/week	Sept 4	55-65	Sept 15	Feb 15	Mar 30	Rounds
HEO	Sept 15	Christmas & March Break	No	1/week, no cap	As soon as teams selected	30	Oct 1	Feb 15	Mar 30	Rounds
HQ	Sept 4	No	No	1/week	Sept 15	22-26	Sept 20	Feb 28	Mar 15	Tourney
PEI	Sept 15	No	Yes	Unlimited	Oct 1	24	Oct 15	N/A	N/A	N/A
HNB	Oct 1	No	No	1/week	Early Oct	35-50	Nov 15	Mar 1	Mar 30	Tourney
HNS	Sept 10	Development weekend in Nov	45	2/week	Oct 1	45	Oct 15	Feb 1	Apr 10	Rounds
HNL	Sept.15	1	No	35	Sept.30	35	Oct.15	April 1	April 15	tourney
HN										

**GREEN** = data collected meets the guidelines in terms of ideal seasonal structure

**ORANGE** = additional information required to make further determination

**RED** = data collected does not currently meet the guidelines in terms of ideal seasonal structure



# COMMUNITY (RECREATIONAL)

Weeks		Up to 4 Weeks <i>Prior to the start of the Regular Season Phase</i>	Up to 22 Weeks <i>After the completion of the Development Phase</i>	Up to 4 Weeks <i>At the conclusion of the Regular Season Phase</i>
<b>PHASE</b>		Development Phase	Regular Season Phase	Playoff/Tournament Phase
<b>BALANCE</b>		13% of the season	74% of the season	13% of the season
<b>VOLUME</b>	<b>30 weeks</b>	4 Weeks	22 Weeks	4 Weeks
	<b>34 practices</b>	8 Practice Sessions	22 Practice Sessions	4 Practice Sessions
	<b>32 games</b>	Up to 4 Games	Up to 16 Games	Up to 12 Games
	<b>3 Tournaments</b>	1 Tournament	1 Tournament	1 Tournament



# DEVELOPMENTAL (COMPETITIVE)

Weeks		Up to 4 Weeks <i>Prior to the start of the Regular Season Phase</i>	Up to 24 Weeks <i>After the completion of the Development Phase</i>	Up to 4 Weeks <i>At the conclusion of the Regular Season Phase</i>
<b>PHASE</b>		Development Phase	Regular Season Phase	Playoff/Tournament Phase
<b>BALANCE</b>		11% of the season	78% of the season	11% of the season
<b>VOLUME</b>	<b>32 weeks</b>	4 Weeks	24 Weeks	4 Weeks
	<b>60 practices</b>	12 Practice Sessions	44 Practice Sessions	4 Practice Sessions
	<b>up to 45 games</b>	Up to 4 Games	Up to 20 Games	Up to 16 Games
	<b>4 tournaments</b>	1 Tournament	1 Tournament	2 Tournaments



# REQUIREMENTS & CONSIDERATIONS (NON-NEGOTIABLES/NEGOTIABLES)

## REQUIREMENTS

- No tryouts/evaluations prior to or during the first week of school.
- Must provide a minimum of **4** skates before formal tryouts.
- Tryouts must be minimum **3** sessions:
  - 1 Skills session
  - 1 Small Area Games session
  - 1 Formal game
- Tournament style playoffs – no series.

## CONSIDERATIONS

- Full time goaltenders – Goalie not playing in games, plays out.
- Rotate all players through all positions – no early specialization.
- Small Area Games in practices.
- Skills/Station based practices.
- Fair/equal ice time.





**CONNECTING & ENGAGING**

# WHAT WE KNOW THE CHALLENGES ARE

- Spring Tryouts moved to Fall Tryouts
  - Tournament Style Playoffs vs. Playoff Series
  - Seasonal Breaks
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- Logistics – ordering jerseys, fundraising, timelines
  - Ice Booking – Spring & Fall
  - **MORE** Summer Hockey
  - Non-sanctioned Programming
  - Perception re: Playoff Series
  - Member & Branch Championships



# WHERE DO WE GO FROM HERE

## June 2019 & Beyond:

- Workshops
- Surveys
- Social Media/Websites/Video
- Messaging Directly to Families
- Member feedback on issues and shortcomings required to deliver.



# WHERE DO WE GO FROM HERE

## September 2019 – One Year Out From Launch

- Have we provided enough education and resources in order to implement?
- Have we addressed the challenges that have been identified?
- How do we plan for continued engagement?
- How do we use this ongoing engagement process for Atom and implement it with other projects?





**QUESTIONS**