

SHL DIVISION 1

Coach's Corner



Points of Emphasis

- Blank rosters have been provided in your packet. Use this form as a worksheet to construct your lines. **All coaches MUST email Mark at Holiday your complete roster, including jersey number and line ratings (A-B-C) after your first practice.** No Exceptions. Each roster must have 5 A, 5 B, and the rest are on the C line. Email rosters to Mark at markg@holidayrinks.com Remember that the provided the ratings are just a starting point, you should use your good judgment to further rate your team. We must do all in our power to make sure we are playing with equal competition.
- Each coach should contact each player on their team to inform them of their team number and their coach's name, phone number, and their first ice time. Inform players that this team number will be used to identify the remainder of your team's schedule. Schedules are available at our website (www.holidayrinks.com).
- Contact Kathy at Holiday (685-3660) if you have trouble reaching any player on your list. If a player drops, it is important that you email me immediately so I can find a replacement if needed: timdriscoll@holidayrinks.com
- *The player's name is the only acceptable addition to the SHL jersey.* Contact Ron at Holiday Rinks for team rates for name printing.
- It is always a good idea to have a parent's meeting at the start of the season to introduce yourself and ask for any help that you may need. SHL coaches are to instruct all players/parents that only the assigned head coach has authority to represent any given SHL team on league matters. All concerns of players/parents go to the coach. The coach brings them to the attention of the league. Rooms are available to use at either rink. To reserve a room, call the Pro Shop. Hol: 685-3660 LR: 675-8993.
- For practices, it is always good to have more than one coach on the ice. This will give you the opportunity to break your team into groups. The biggest complaint that I receive "one player is moving while the balance of the team is watching" or "the coach is always talking on the ice." With 2 or more groups, you can select drills that are designed to have everyone moving.

- Check the player's equipment. For many of these players and their parents, this is their first time playing hockey. Check stick heights, make sure all equipment is on correctly and safely, and offering any general suggestions will help make the experience a positive one.
- This program will be the first time most of the players and parents have been in organized hockey. First impressions are lasting. The head coach is responsible for his staff and players. Any conduct less than that of a lady or gentleman will not be tolerated. Before the first puck is dropped, we all know that every athletic contest has a winner and a loser. The important thing to remember is to teach your players to be generous in victory and gracious in defeat. It is only a game. Your challenge is to figure out a way to teach the players the correct way to play the game and have fun doing it.
- At our rinks, the zamboni comes on the ice at the beginning of a given ice session. For example a 5pm practice has the zamboni entering the ice 5pm. This one-hour 5pm practice concludes at 6pm. Please be ready to exit the ice surface at the end of any given ice session. As a coach, you can go to the Pro Shop and cancel the zamboni if you deem the ice fit for practice, that is it is not too chewed-up, etc. This would allow you to enter ice surface at 5pm for a 5pm ice session. Division 1 games are played in 2 game blocks with the zamboni flooding the ice only after the 2nd game, not after every game. Please have your team ready to go!
- After a few games have been played, we will identify the stronger teams. We will adjust the schedule accordingly to create the best match ups for remaining games.
- Coach's credits are provided in the packets. If you wish to use your credit to pay off your son or daughter's league balance, please do so ASAP in either Pro Shop.

Game Day Procedures

- ****NEW RULE: All coaches must instruct parents to view games from the bleachers or areas other than the team bench area. It is not acceptable to view games from the team bench area. Violations of this rule will be considered a violation of the Zero Tolerance Policy!***
- ****NEW RULE: There are now penalties in SHL DIV1. SHL DIV1 now empowers PK officials to remove a player flagrantly committing infractions that places the well being of other players in jeopardy. The player in violation will be removed to his team bench for the remainder of his shift. The penalized team will be allowed to immediately place a lower line player on the ice so as to remain at full strength.***
- ***All SHL games will be recorded using the Point Streak score keeping system. The Point Streak scoresheet is the official SHL scoresheet. It is the coach's responsibility to check for accuracy. Each SHL coach is advised to check Points Streak scoresheets following each game. The rink will provide a scorekeeper and an electronic Point Streak***

scoresheet for all SHL games. Inform the Pro Shop prior to your game when a scorekeeper is not present. Roster absences and team attendance should be submitted to the scorekeeper prior to each game. Individual player stats and team standings can be found on our rink website.

- A single game grace period regarding a player's line rating on the scoresheet will be granted to coaches of a player added to the roster by the league commissioner to fill a roster spot. The player's jersey number and line rating must be emailed to markg@holidayrinks.com following this player's first ice session and prior to his second ice session. This is the responsibility of the head coach of the team that the added player has joined.
- Any statistical errors that may arise should be brought to the attention of the team coach. ***The coach, (and only the team coach), should contact Mark or Jeff regarding any statistical changes.*** Mark at Holiday Rinks or Jeff at Leisure Rinks have the sole authority to make Point Streak changes.
- ***Sample scoresheets, blank scoresheets, and game-clock instructions have been placed in all coaches' packages.*** These sheets are to be used in the event that a scorekeeper fails to show for a given game. ***Completed scoresheets must be submitted to the Pro Shop.*** When holding your parent meeting, seek-out a few parents that may assist you when this situation arises. At least one parent from each team should assist. Email the league commissioner post game when a scorekeeper fails to show-up. ***All games must be played.***
- ***If the scorekeeper inadvertently fails to blow the horn to signify the end of a given shift.*** Any goal scored after the expiration of the allotted time for that shift shall be disallowed. Also, no time is to be added to the game clock in this situation. The next line is to take its place on the ice and the game shall continue.
- Limit warm-up pucks to 6 pucks. I have witnessed coaches dumping their entire puck bucket for warm-up then scrambling to retrieve pucks as the ice time ticked away. A short two minute warm-up with limited pucks is sufficient for the SHL DIV1 /Pepsi Kids.
- One coach per team is allowed on the ice during the games providing a helmet is worn. Please work with your team while skating ***along the boards*** out of play. ***Coaches are to respect all referees and each other. When one of your players is doing wrong take the time to teach them. This is a role for the coach on the ice, work in tandem with the referee to encourage positive behavior while correcting behavior that violates common hockey sense/dangerous behavior. While play continues verbally instruct your players. Do not grab any players on either team.***

- In your packet, you have received line tape. This tape is to be used to identify the lines. The tape must be placed on the front of each player's helmet in plain sight. Each line will have a different color.
- Goalie equipment is also available in the Pro Shops. At the end of the game, please have your goalie get their equipment off and returned to the Pro Shop as quickly as possible for the next game.

Division 1 League Rules

- Your 5 best players should be on A Line, next 5 on B Line, remainder on C Line. All players must play on a shift, no one sits. If you are short on A liners, move up a B or C liner. If you are short on B line, move up a C liner. If you are short on C line, you may move down a B liner. However, any player that moves down must play defense, cannot pass the offensive blue line, and cannot shoot or score. In extreme cases where there are not enough players to play the game, an A liner can move down to the ***B line providing the opposing coach's approval***. Again, this player must play defense, cannot shoot or score.
- Some teams will have to skate with 6 C liners. In this case, the opposing team should follow the move down procedure as prescribed above. 6 skaters per line on the ice is the maximum. If roster exceeds this amount, you may dress 2 goalies and split the game.
- All games will be played with blue pucks. No contact/checking is allowed. Off-sides and icing do not apply in SHL DIV1.
- Period length is 10:30 minutes. Shifts are 1:30 minutes long, the horn should sound at the end of each shift. First line out is the C line, followed by "B" and then "A". The last line of the game is the A line. If you pull the goalie at the end of the game, any player can substitute for him. The goalie is not part of any line.
- **Mercy Rule:** If a team is down by 3 or more goals, they can play with an extra skater for the A and B lines. Your extra skater should be some one you move up, not down. For the A line, a B liner should be the extra skater and for the B line, a C liner should be the extra skater. C line will remain even strength for both teams. If the team that was behind gets within 2 goals, then they must return to "even strength". This rule is to help prevent any blowouts and should be used as such.

TIE-BREAKER/POSITIONAL GAME

- *The tie-breaker/positional formula used to establish positional games for all SHL teams shall be in order- POINTS, WINS, HEAD-TO-HEAD, GOALS AGAINST throughout the SHL season. The POS1 vs POS2 game is the "Championship Game" regardless of the results of any other POS game.*
- *All SHL positional games, except the positional game between POS1 vs. POS2, shall end with the expiration of regulation time in the third period. There shall be no overtime for these games.*
- *Regarding the positional game between POS1 vs. POS2. The winner of each SHL conference in each SHL division shall be determined by the **OVERALL POINTS** accumulated throughout the season. **This may or may not be the winner of the final game!***
- *If the divisional conference points totals are tied at the end of regulation play in the POS1 vs. POS2 game, a three-shift sudden-death overtime shall take place. This period of overtime shall feature a rotation of all three lines. Though SHL divisional rotation of lines varies from division to division, each overtime session will begin with the line that began the game.*
- *SHL POS1 vs. POS2 games that remained tied after this period of three-shift overtime shall be settled with a sudden-death shoot-out. Each team shall place their shooter at center ice back-to-back with opposing shooter. At the official's command, each player shall simultaneously proceed toward opposing goal attempting to score. **The first team to score when the opposing team fails to do so shall be declared the winner.** There is no minimum/maximum number of shooters. No repeat shooters.*

****IMPORTANT- Coach Reminder!***

All coaches MUST email Mark at Holiday your complete roster, including jersey number and line ratings (A,B,C) after your first practice. No Exceptions. Each roster must have 5 A, 5 B, and the rest are on the C line.

Email rosters to Mark at markg@holidayrinks.com