

GAME MANAGEMENT

PURPOSEFUL DEVELOPMENT



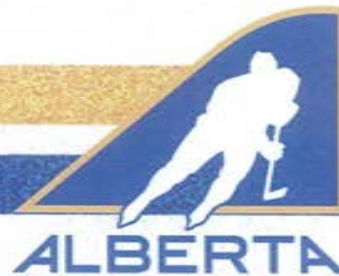
Today

Management and Strategies

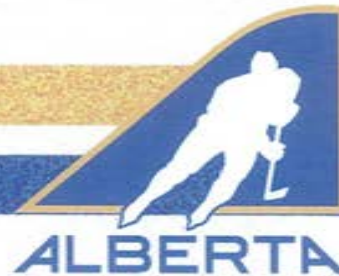
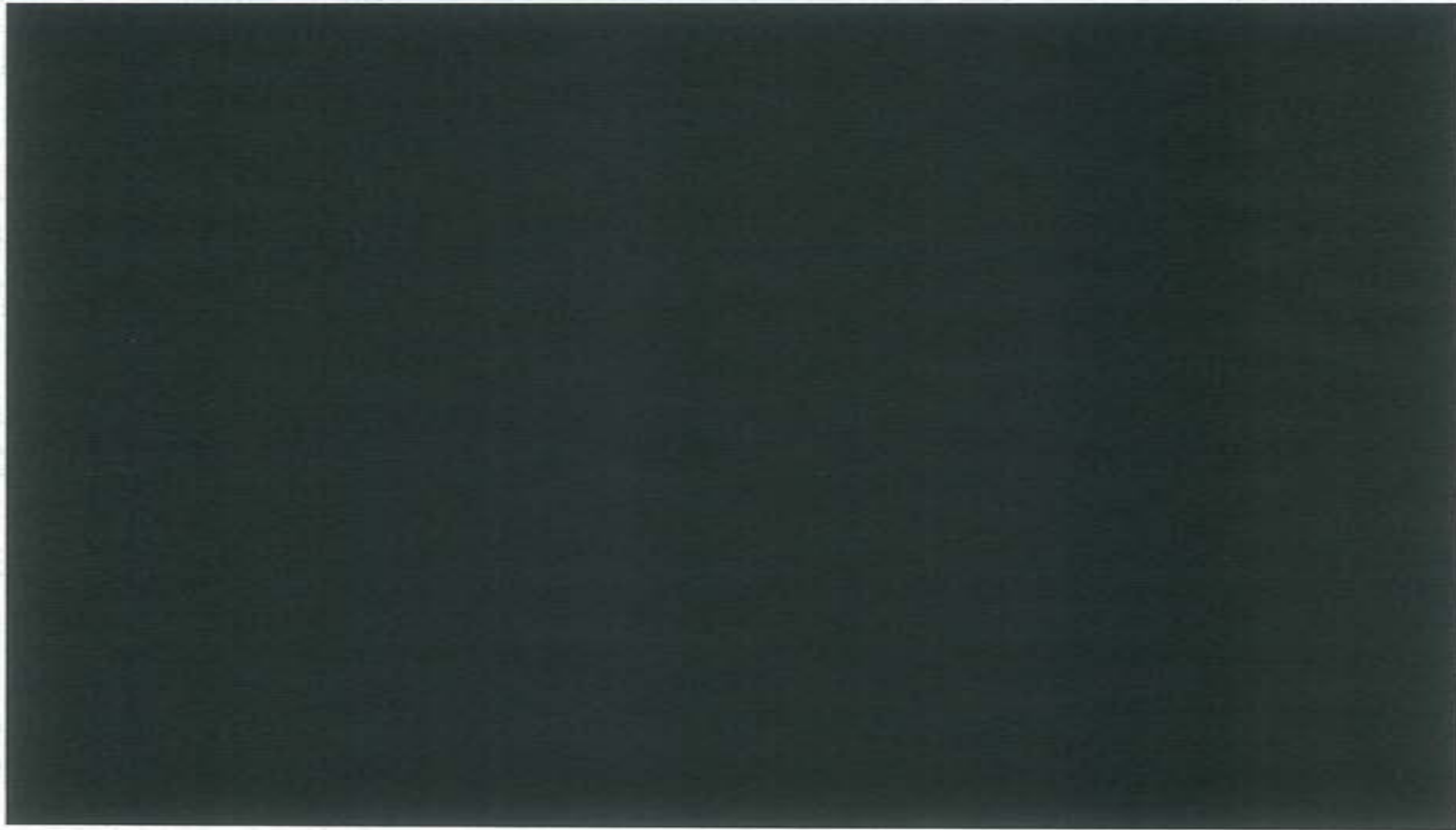
before

during

after game



Art of Chaotic Coaching



Great games start with Great practice

“What you see in a game is what you coach”

Perhaps...

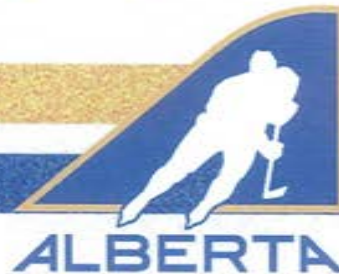
“What you don’t see in a game is what you don’t coach”

IF YOU ARE DOING SOMETHING IN PRACTICE THAT ISN'T USED IN A GAME...

YOU ARE WASTING EVERYONES TIME!

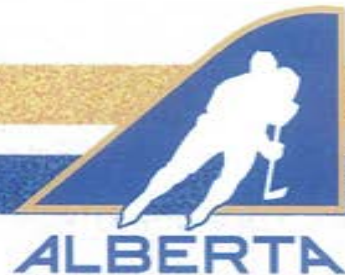
Once the puck drops...what does a coach control?

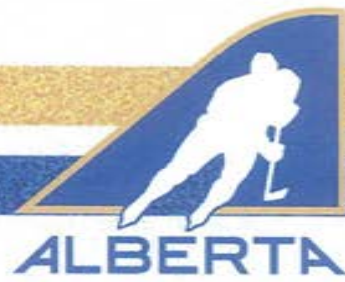
Commit to teach and give your highest value to practice!



DRILLS SHOULD “TEACH”

- Skill development
- Creativity
- Anticipation
- Rink sense
- Transition

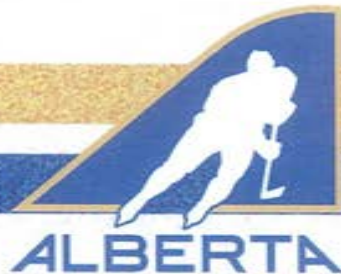




HOCKEY SENSE

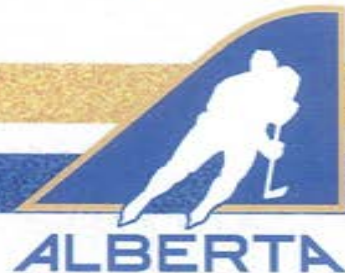
How the player plays the game with and without the puck.

- Ability to make decisions that affect the play.
- Ability to understand the tactics necessary to be successful.
- Adaptability to modify their game to changing conditions or opponent tactics.



Success from a Coaching/Player standpoint

- Enjoyment of players coming to the rink everyday
- Improvement of players' skills
- Developing players to play at the next level

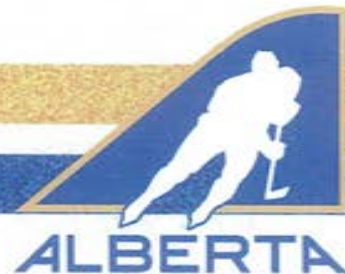


AREAS COACHES NEED HELP WITH IN GAMES

- 3 – Measurables
- Motivation comments
- Coaches talking the game
- Post game remarks

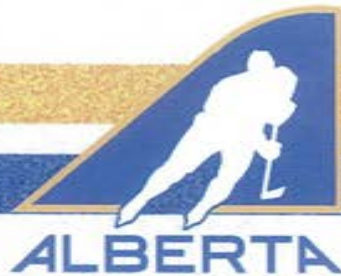
Have players “value” the puck – then make the play “they” want to make

Coaches – give the players the skills to do this



Before Game Management

- **Pre scouting opposition**
- **Preparing game-plan cards**
- **Prepare line-up**
- **Prepare your tactics**
- **How will you share this information with team?**



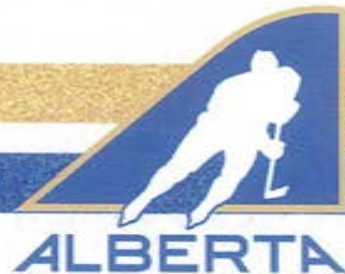
Game Tactical Delivery

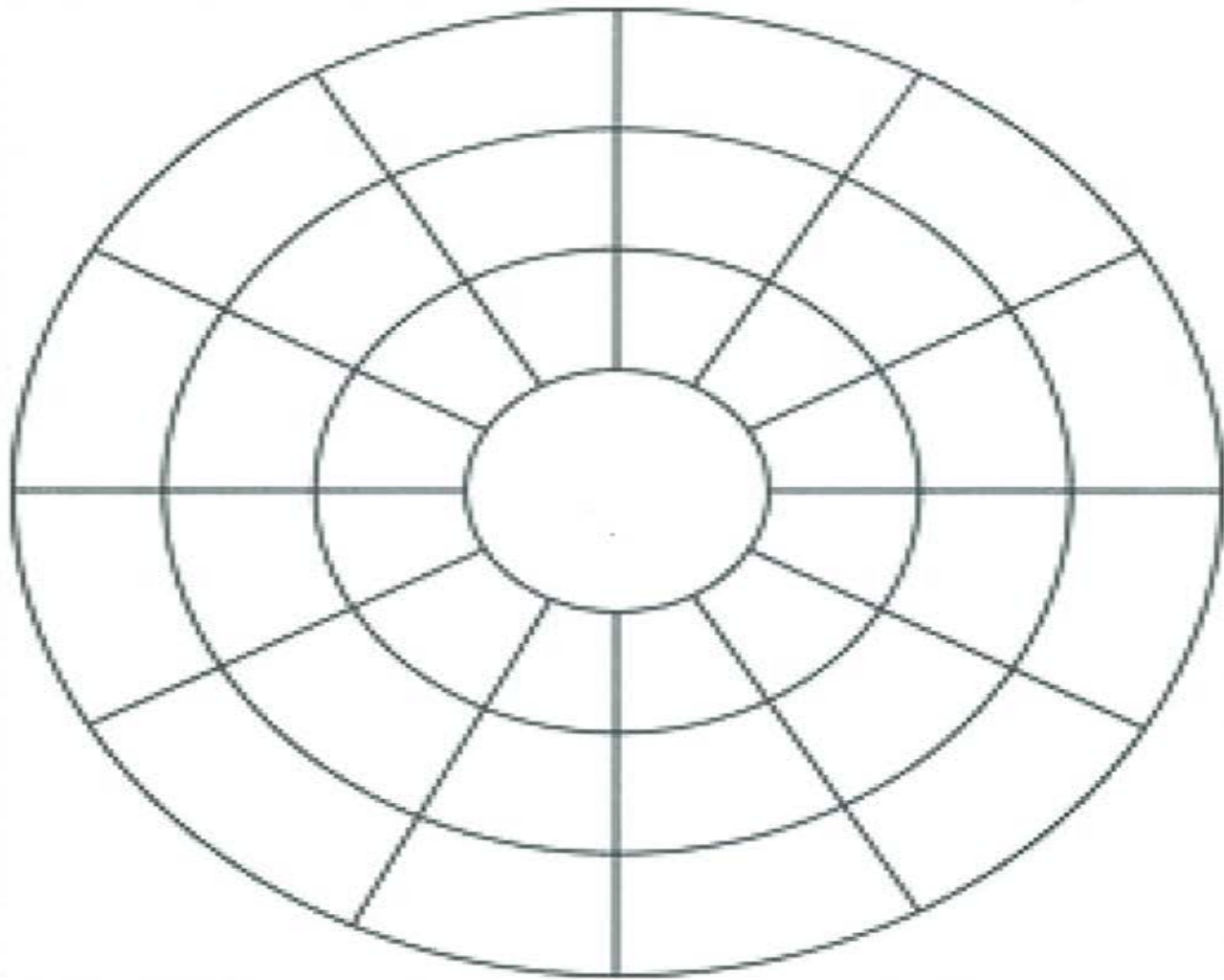
Be specific...this what we need and will do

3 measurables - Performance Wheel

Reiterate strengths and game plan

Purpose of all this = *CONFIDENCE*





Before Game Management

2 hrs out – players arrive

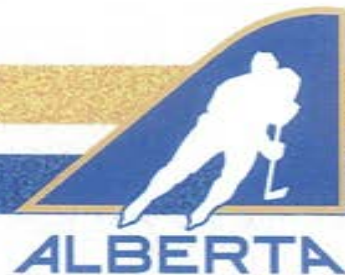
105 mins out – positional meetings

90 out – video – 5mins or less

75 mins out – off ice W/U

30 mins out – on ice W/U

5 – mins out “Pep Talk”

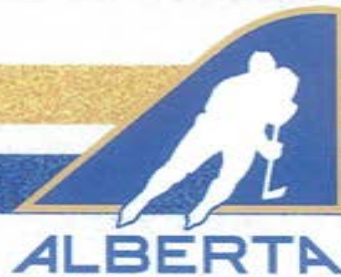


“Pep Talk”

- “move the athletes” ...*be in the zone*
- Start with **outcome goal**...move players to focus on **performance** and **behavior** goals
- What you bring can be more important than what you say!
 - tone
 - timing
 - finish



Pep Talk

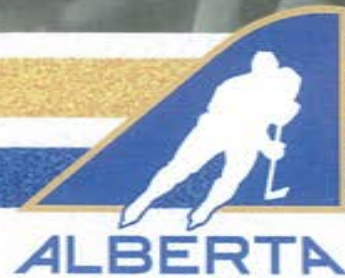


ALBERTA

Pep Talk



Pep Talk



During Game

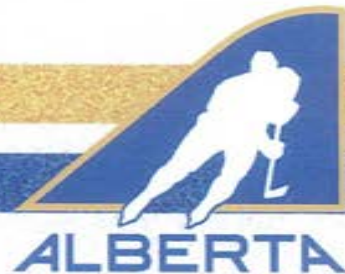
How does your bench run?

- **Communicating line changes – HC -Forwards
- AC - Dmen**
- **Observing the game**
- **Communicate correction/adjustments**



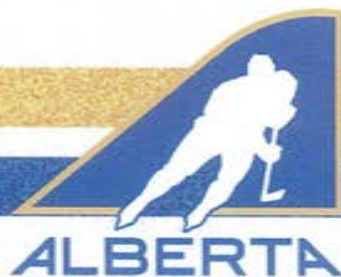
Changing on the fly

- **When to change (timing)**
- **How to change (gates/over boards)**
 - Identity trait...adjust last second**
- **Changing on possessions/regroups**
- **On dump-ins**
- **Player communication/who has who**



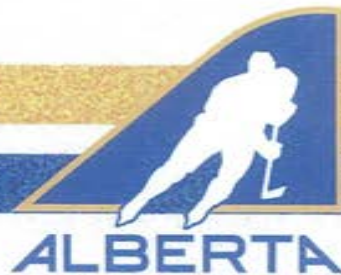
Change Strategy

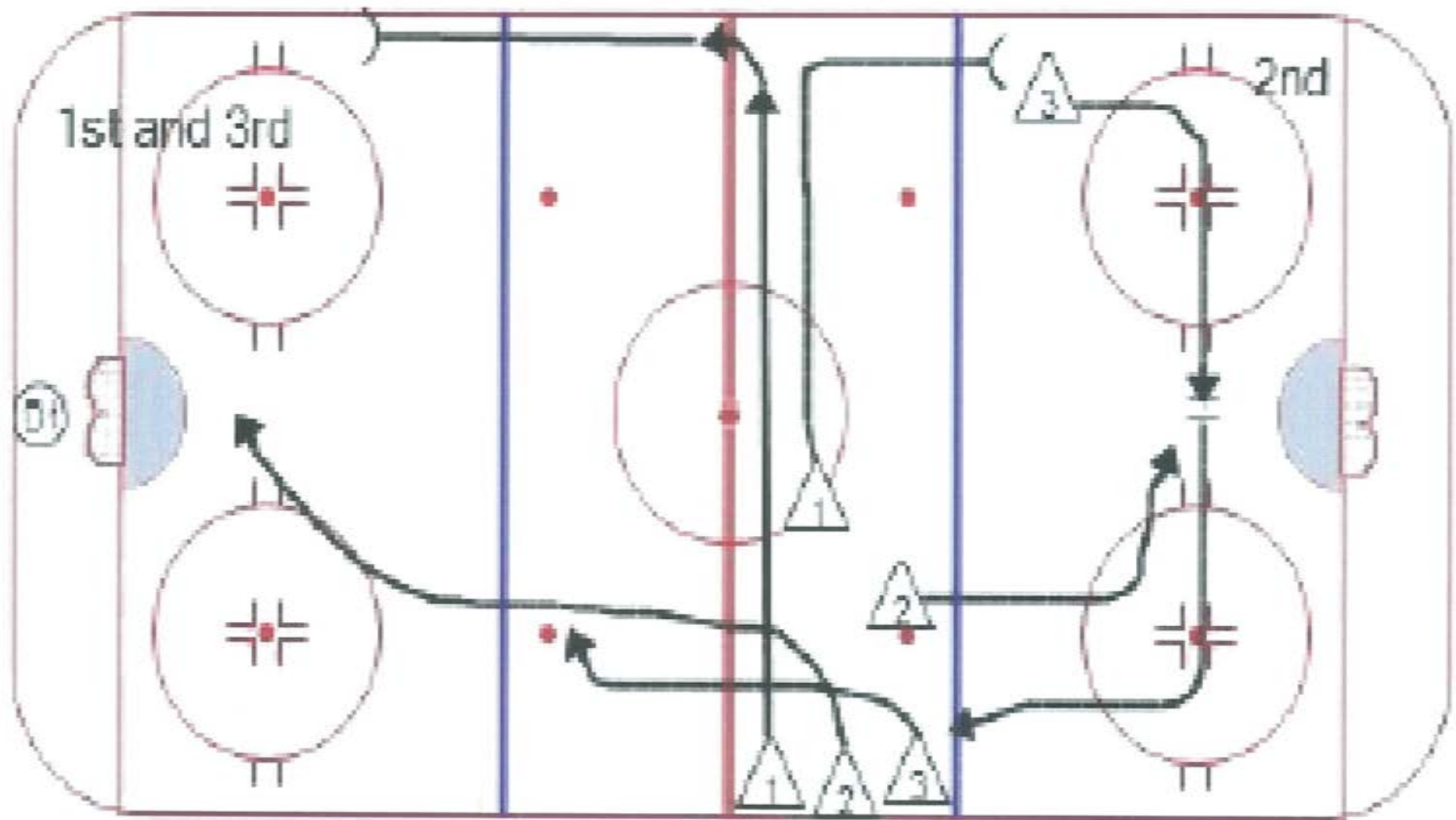
- Taking away the far side of the ice
- Bench awareness - dump ins
- Maintaining the game tempo
- Be a full line ahead/players know in advance
- *Be one line ahead of the other guy*



Know your “COACH” MOMENTS

- **First and last shift of a period**
- **Shift after goal for or against**
- **Shift after PP or PK**
- **Disrupt match-up**
- **Change momentum**
- **Ice Time? – all players - all situations**

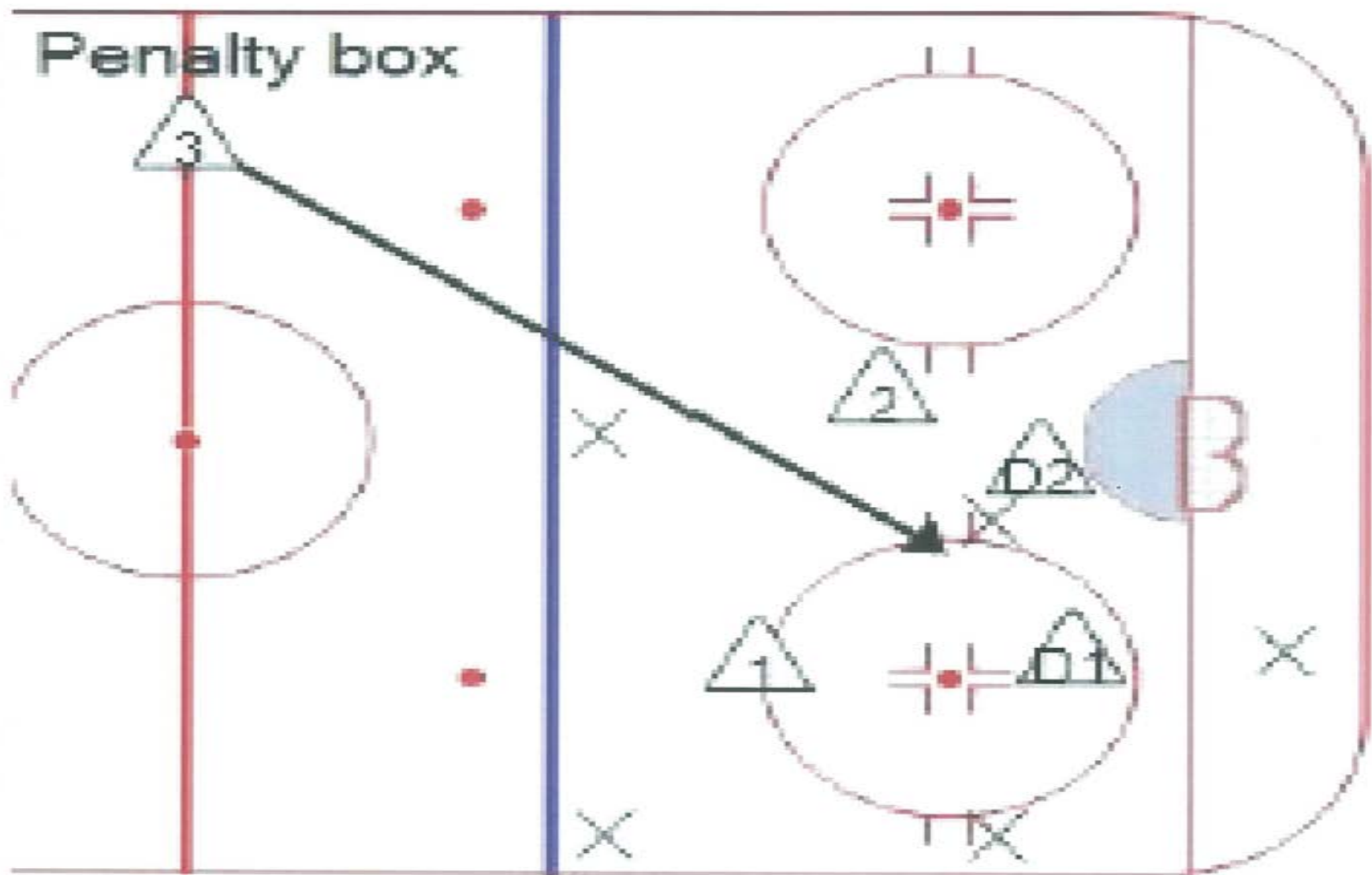




Short handed situations

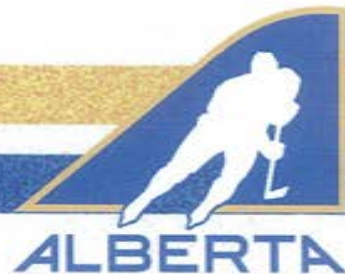
- **Changing procedures**
- **Where does player in box go? (ice/bench, role)**
- **Where does replacement player go? (to puck/net)**

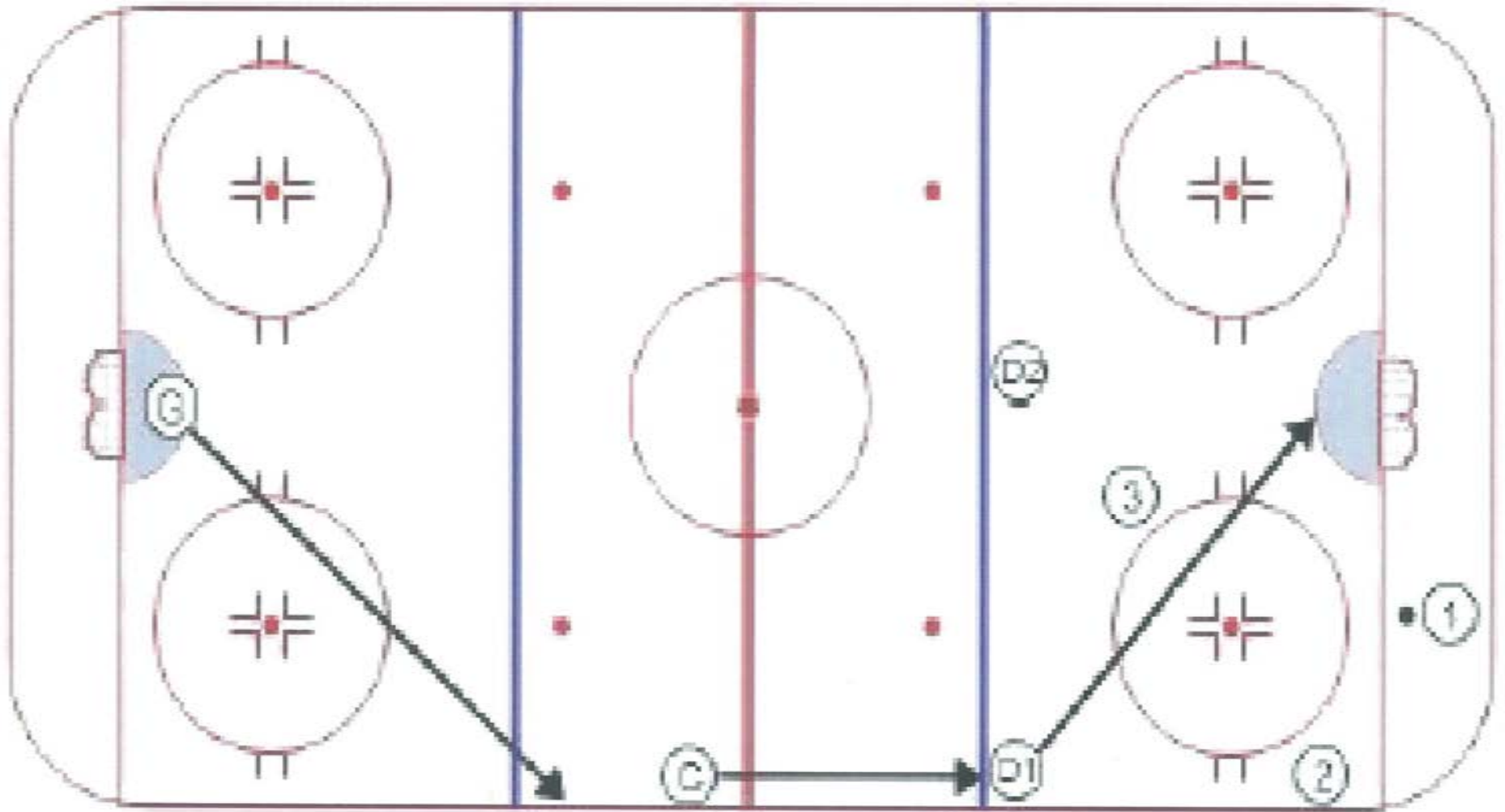




Goalie out plan

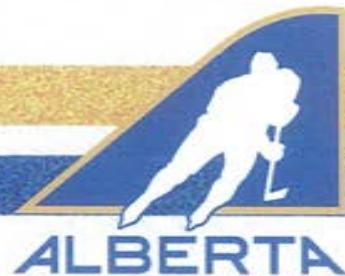
- **Signal to Goalie**
- **Timing**
- **Replacement player**
- **Delayed penalties**





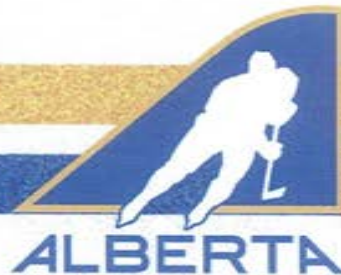
Using time-outs

- **When to call the timeout**
- **Reasons to call a timeout (calm, late in game, fatigue)**
- **Designing the play responsibilities**
- **Coaching responsibilities**
- **Coaching aids (rink board, etc.)**
- **Goalies?**



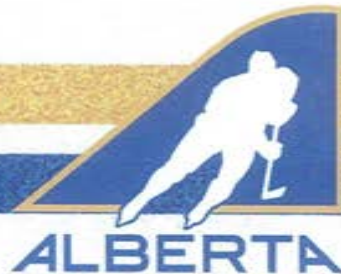
Delay tactics

- **Have a plan (slow tempo, regroup players)**
- **Have a signal to initiate a stall**



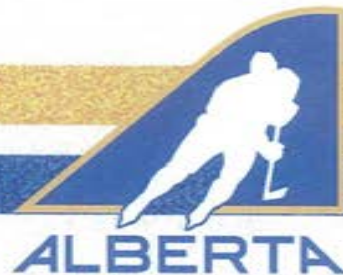
Referee plan

- **Scout the officials**
- **Be able to predict their patterns**
- **Prepare your team for officials**
- **Allows your players to remain focused on game**



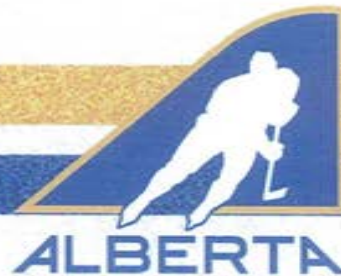
Game Card

- **Your Line-up**
- **Opposition lines**
- **Track stats**
- **Area to design play**
- **Area for comments (each period)**



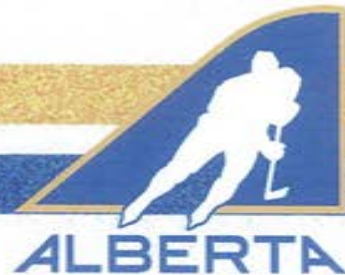
Advantages of Line Matching

- Gives your team a game plan
- Keeps your team alert to out change the opposition
- Develops teamwork
- Defines role for certain players
- Neutralize the strengths of the opposition
- Takes advantage of opponent's weaknesses



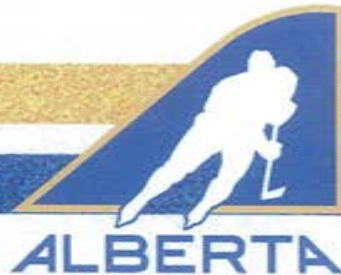
Disadvantages of Line Matching

- **Disrupts the flow of your game**
- **Players do not like to come off ice when not tired**
- **May result in unequal ice time for players**
- **Opposing coach may get control of game and tempo**
- **May appear to be admitting the opposition line or player is better**



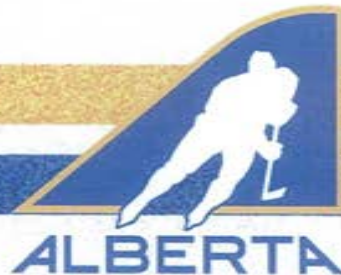
Line Matching Considerations

- Match top defensive pair against opponent's top forward line
- Be aware of short shifting your top players
- Be ready to cease line matching when it is not working
- Be certain to know your strengths and the opponent's weaknesses
- Understand the effect that the last change has on line matching ...no change icing? Puck out of play?



STRATEGIES

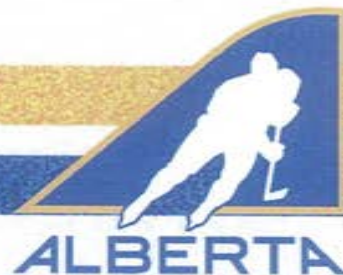
- Two F/O men in DZ?
- Who serves bench penalties?
- When to call a “TIME OUT”?
- Last minute F/O - 5 vs 6/6 vs5
- Who is the 6th attacker?
- Who plays in the last 2 minutes of period/game



Get the BIG Picture

[by end of 1st period]

1. How hard is your team working
2. Executing simple hockey plays...passing, support, read/react
3. Who is playing well
4. What is other team doing that is causing you difficulty or that you could take advantage of
5. Pay attention to who they want against you



TSN CAR 0 TOR 1 2nd 9:46
2 MAN ADV 1:13



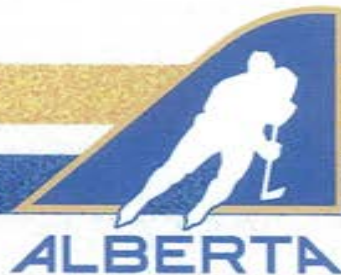
Between Periods

1. Get players settled
2. Consult staff on big picture
3. Make adjustments

15 mins

13 mins out – debrief period [very short]

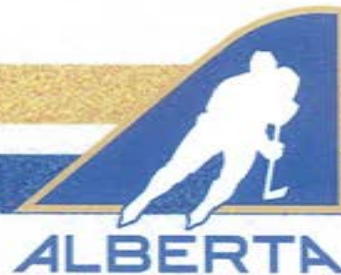
8 mins out – message/adjustments



Between Periods

ASSISTANT COACH GOES INTO ROOM TO:

- Evaluate mood of team
- Individual comments and suggestions
- Specialty items



Between Periods

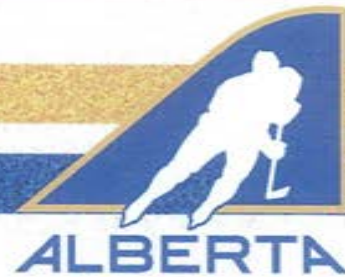
HEAD COACH GOES INTO ROOM TO:

- Make corrections/adjustments(2 to 3 max)
- Motivational wisdom

Disclaimer



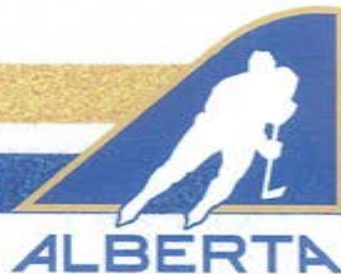
Between Periods



Bench Behavior

HC can “bark out” to bench...AC can give feedback

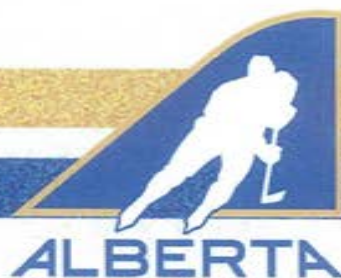
- Give the player a chance to catch breath and regain composure
- Point out the mistake you are concerned about
- Sandwich approach!! **Positive/Corrective/Positive**
- Who is watching the game?



When giving instructions remember...

- Use cue words
- Be concise and to the point
- Resist your urge to over coach
- Positive feedback
- Coaching skill - ASKING

“Instructions yelled from the bench can break the players concentration and are usually not heard”



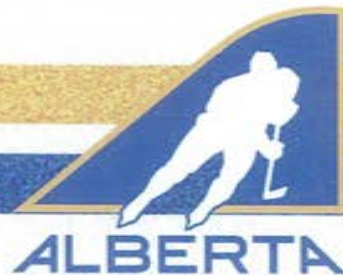
When giving instructions remember...

ASKING – Be patient and ask them a question about what did they see out there?

What else might you have done?

They will think about what happened and give you the answer you were going to give them.

Players aren't robots...they should play instinctively

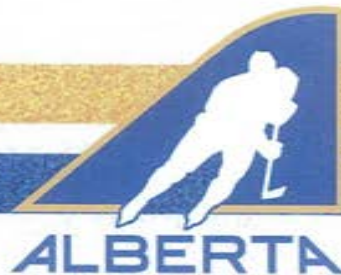


When giving instructions remember...

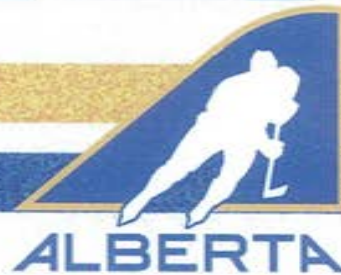
Coaches who over coach or shout instructions during games distract players from what they already know how to do.

You are denying a life skill and character piece

Their decision making ability and learning to live with the consequence of their own decisions.

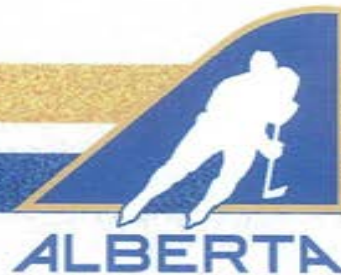


Feedback



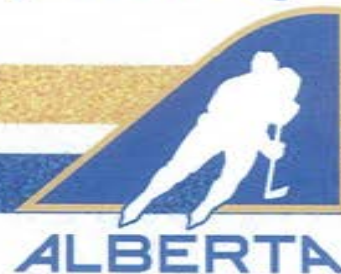
After Game Management

- **Reviewing your team's performance**
- **Reviewing the opposition strategies**
- **Evaluating individual players' performance [tool]**
- **Evaluating your performance and that of your coaching staff**
- **Decide what coaches will say to the team**



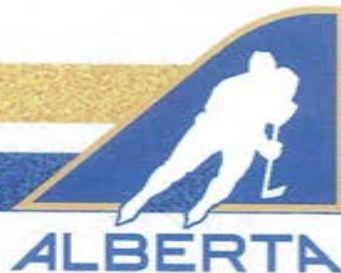
After Game

- **Emphasize the key points (behavioral & performance goals)**
- **Avoid basing your post game speech on the outcome of the game**
- **No Blame**
- **Team Awards?**
- **Put yourself aside**
- **Talk to team [win or lose]?**
- **Giving players an opportunity to speak?**



Ask yourself after a game?

- Did we work hard enough?
- Did we win or lose based on effort? Skill/ talent?
- Did we under perform, over perform or to expectation?
- Did we play disciplined?
- Did we have a good attitude (Life Skills)?
- Did we stay focused?
- Did we use the game plan? Was the game plan correct?



Questions/Comments



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