

Mite League 4v4 Coaches Handbook:

League Mission:

Lakeville Arenas created the Mite 4v4 League to create an atmosphere of fun and skill development. 4 on 4 is very commonly used to enhance skill and teamwork using small area games. This league is a no checking/contact league. Stick plays and teamwork should always be the main idea. Coaches should be the main enforcers of this mission. We do not keep score and winning is not important. Focus on development!

Expectations:

- Enforce clean play and encourage teamwork (passing and sportsmanship).
- I expect coaches to be at all of their mite league games unless otherwise noted. We do want help and understand that people can't be there every night. Please use sports engine to have a parent help when you are absent.
- We want 1 bench manager and 1 ice helper per team at minimum. This will ensure each team can hold themselves accountable and correct physical play, or bad sportsmanship right away.
- On Ice Helper – Follow the play around, encourage kids, correct foul play when necessary. Teach the game as they are playing. A couple of small tips go a long way.
- Bench Manager – Ask the kids about their shift. What could they have done better? What did they do great! Challenge them to think about the game outside of their own stats.
- If we can keep the play on the ice clean all our spectators will also remain calm.
- If your team has less players, you may ask the other team to borrow some to even it out. We have pinnies available at concessions or in office for any team in need.

What to do if you are going to be absent:

1. Via Sports Engine, message the team letting them know. Ask for fill in if possible
2. If nobody steps forward reach out to bbeese@lakevillemn.gov
3. Either myself or a Lakeville Arenas staff member will step in to ensure we have supervision

Game & Play Structure

- The ice is split differently by level and amount of teams. There will be 4 teams each level. ½ ice will be used for each game
- Teams will share a bench with one team and bench managers should instruct players leaving the ice to wait on the boards next to their door until the players leaving the box

- are out before they enter the bench. They should then process to the end of the bench, so all players rotate equally.
- If teams are shorthanded for any reason coaches and bench managers should work with the other teams to borrow players if needed.
 - Lakeville Arenas staff will operate the clock and music, and there will be at least one on ice Lakeville Arenas staff member available to help and lead teams if needed.
 - Mite 1'z and 2'z will use pond hockey boxes for their games. Mite 3'z and 4'z will have goalies when available. If a team does not have a goalie, then a pond hockey box/medium net will be used, and the other team's goalie will play one half of the game for their team and the other half for the other team, so all players get to shoot on a goalie.
 - There will be a 4-minute warmup at the start of each game, players should line up in the corners with pucks and perform a typical ½ ice warm up drill skating and shooting the puck. Lakeville Arenas staff are responsible for having warmup pucks available and on the benches on game days.
 - Games will be divided into 2 halves of running time. The horn will be sounded every minute to signal line changes. Players should leave the puck where it is when the horn sounds and the next lines will race to the puck and continue the game.
 - When a goal is scored the coaches or players should quickly take the puck out of the box or net and give it to closest player and resume in order to keep play moving.
 - Between halves coaches should play a fun game before playing the 2nd half of the game. Mite 3'z and 4'z may skip the half time fun game if the coaches agree, and the players clearly want to keep playing the game.
 - No scores will be kept on the clock.
 - There is no resurfacing between any of the games.
 - Coaches are asked to help staff set up the rink divider boards before the first Mite 1'z games and help tear down after the final Mite 4'z games. 30 minutes is allotted for resurfacing, setup, and tear down of boards before and after each day's sessions.

Thank you again and we can't wait to see you at the rink!

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