



Changes for the New Jersey Stars 2019-2020 Season

Youth travel hockey programs need to change slightly each year to the current environment and improve upon prior mistakes. This year we are making some more significant changes. We have added a handful of new coaches for next season, some of which will be announced shortly, and we continue to look for coaches passionate about hockey. This year there will only be 1 head coach per team in the organization except for Slava Kouroedov. Slava will coach a Squirt and Pee wee team, but this is his fulltime job and we will accommodate his scheduling issues. There will be a couple coaches that assist on other teams but that is limited to just a few coaches. Below, I will list and explain some of the changes:

- Addition of a Coaching Director for the program. Garth Behrje will take on this role and he will be overseeing the coaches and communicate to them regularly to make sure our practices are being run efficiently and correctly. He will also guide them as we push a much more organized approach to teach different systems and playbooks at the various levels. We want to make sure every team is getting taught certain forechecks/powerplays/d-zone/penalty kill. Garth and Tim Chase will work hard this summer to create playbooks and structure what needs to be implemented at certain levels.
- 1 person heading each age group. Scott Buzney will be in charge of Mites. John Zdunkiewicz will head Squirts. Tim Chase will head Pee wees. Garth Behrje will head Bantams. Joe Lanza will head Midgets. The goal here is that 1 person is accountable to the specific age group. Running a program with 15 teams or more is easier when it is broken down to specific areas of focus. Tim Chase will still be overseeing the program and responsible for the decisions, but many issues can be handled by someone in charge of that area.
- More focus will be put on using technology to our advantage. We want to use LiveBarn and other video taping methods to help teach our players about reading the game and understanding the various situations during a game. Coaches can do a great job explaining and diagraming on a board what we want to see on the ice but watching video and breaking down situations on a large TV screen will help in that process. Tim Chase will be overseeing this process for every team so that we can improve the learning process of the game. Ice time is limited, so making use of the time before and after practices occasionally will help to teach the game to everyone. This is obviously age specific. Mite teams will probably not do formal video sessions for obvious reasons,



but we will use video clips to help instruct. Squirt teams will do video sessions once or twice, but the older teams will do it at least a handful of times.

- All “AA” teams will find an Elite tournament to play in during the season. We will try and find a tournament in Canada that will put our kids out against very strong competition. I am not sure where this tournament will be, but once we put the teams together, we will communicate with those teams on our options.
- Implementation of evaluation forms on coaches. I want to get a mid-year evaluation and end of year evaluation on every head coach. I will set this up electronically and it will be anonymous. End of year evaluations help to for the following season, but I would like to get a mid-season report to see if its possible to fix any potential issues before the season ends. We will use Survey Monkey, an online survey tool, in order to make the process quick and easy. I will be the one who sees the results of the survey and I will communicate with the specific coach on areas of concern and praise. This will hopefully help us address any issues quickly.
- After tryouts, teams will have practices scattered over the Spring and Summer. These practices will work on controlled 3 on 3 scrimmages. We are going to focus more on small areas games as a major teaching tool on the development of players. Unscripted, small area games help to develop creativity in players. This is a major skill that players need to develop at an early age.