

DHA'S HOCKEY GLOSSARY

American Developmental Model (ADM) – A hockey skill development program that is progressive in nature and tailored to optimize development by age level.

Back Check – This is when forwards skate back into their defensive end to help out on defense and to help gain control of the puck.

Bantam – The age classification for 13 and 14 year old players.

Buckeye Travel Hockey League (BTHL) – The league in which the majority of our travel teams participate.

Changing on the Fly – A situation where player substitutions occur while the game is still in progress and there is no stoppage of play. This typically only occurs at older age levels.

Clearing the Puck – This is when a player moves the puck away from the front of the goal they are defending and/or moves it completely out of the end they are defending. This is usually done by passing or the action of passing (even if there is no specific receiver).

Crease – The blue area painted in front of each goal.

Cross-Ice – In cross-ice situations, the ice surface is divided into smaller areas for games. The divisions are typically made at the blue lines, so the games are played at each end from the blue line to the end of the rink. Two games occur simultaneously. The area between the blue lines is usually used for players, coaches, and sometimes skills drills. Cross ice is advantageous at all age levels because it forces players to move the puck in smaller areas with more congestion, so it makes them think and move the puck strategically. It also creates more puck touches for all players through the necessity of passing.

Face-Off – This is where two opposing players face each other and wait for the official to drop the puck. They then battle for their team to gain control of the puck. It is a similar concept to a jump ball in basketball.

Forechecking – This is when players put pressure on their opponents that have control of the puck in the neutral zone or in the zone the opponents are defending.

Goal Line – This is a red line that extends from one side of the rink to the other and runs along the front edge of the goal.

Hat Trick – When a player scores three goals within a single game.

HECC – The Hockey Equipment Certification Council. They set standards and perform tests on hockey equipment, specifically on head protection (helmets & face masks) for both players and goalies. **All helmets must have a visible HECC sticker with a current date (not expired).**

House Team – Team that is formed by registration. These teams do not make cuts, nor do they have try-outs. The teams are built based on skill parity, which is why there are house team evaluations. These teams typically play fewer games than travel teams.

Ice Cut – The process of cleaning and re-surfacing the ice between activities and/or game periods. Also called a cut.

Icing – This is when the puck is shot from a team's defensive half of the ice (from anywhere between the red, center line and the goal they are defending) to the team's offensive end without being touched by a teammate or opposing player when the teams are at equal strength. To be considered icing, the puck must cross the goal line within the offensive end without going into the goal or being touched by the goalie.

Instructional Program (IP) – A program designed for beginning hockey players. It teaches kids the basics of playing hockey through drills and games that teach skating, passing, shooting, and puck handling. Also called **Learn to Play**.

Learn to Play - Program designed for beginning hockey players. It teaches kids the basics of playing hockey through drills and games that teach skating, passing, shooting, and puck handling. Also sometimes referred to as **IP** or **Instructional Program**.

Midget – The age classification for 15 – 18 year old players.

Midwest Youth Hockey League (MYHL) – The league in which the majority of our house teams participate.

Mite – The age classification for kids 8 years old and under.

Neutral Zone – This is the area between the blue lines and includes the red center line.

Offside – This is when a player crosses the blue line into his/her team's offensive end before the puck or the teammate carrying the puck crosses into the offensive end.

Pee Wee – The age classification for 11 and 12 year old players.

Penalty – A penalty is assessed to a player, coach or team when a rule is broken. The severity of the penalty is congruent with the severity of the infraction. Penalties may be minor (2 or 4 minutes), major (5 minutes), misconduct (10 minutes), game misconduct (suspended for the remainder of the current game, plus at least the next game), or match penalty (suspended for the remainder of the current game and all games until such time a disciplinary hearing is held).

Penalty Kill – When a team is playing shorthanded because they are serving one or more penalties. Typically, defensive in nature.

Period – A time segment of a given game. There are three periods in a regulation game. Period length varies by age division and league.

Power Play – When a team has a more players on the ice than their opponents because the opposing team is serving one or more penalties. Typically, offensive in nature.

Red, White and Blue Hockey – A special program for kids 8 years old and younger. It is part of the American Developmental Model and uses cross-ice games and practices to increase fun, puck touches, and skill development.

Referee Crease – A semi-circular area marked adjacent to the scorekeeping box where players may not enter while referees are reporting penalties or conferring.

Screen – When a player puts himself/herself in the opposing goalie's line of sight to the puck and in so doing prevents the goalie from having a clear view of the puck.

Shorthanded – This is when a team has a penalty and is required to play with fewer players than the other team for a period of time.

Slap Shot – Shooting the puck with an exaggerated back swing and big, sweeping motion.

Shoot-Out – A method of tie-breaking when a game ends in equal scores for both teams. In a shoot-out situation, a player goes one on one with the opposing goalie and tries to score. Each team gets the same number of attempts within the shoot-out. The team that scores the first unanswered goal generally wins. Not all tie games end in shoot-outs, because tie games are often acceptable due to ice time constraints. Overtime is also sometimes used in lieu of a shoot-out.

Squirt – The age classification for 9 and 10 year old players.

Travel Team – Team that is formed based on try-outs and selections. These teams do make cuts and play more games than house teams.

Wrist Shot – Shooting the puck from a position where the puck is already in contact with the blade of the stick.

Zamboni – The machine that cleans and re-surfaces the ice.