

Mite/Mite Prep Player Development Coordinator

Term: 2 Years
Election Cycle: Odd Numbered Years

Primary Duties

- Responsible for the development and operation of both on-ice and off-ice developmental activities for all Mite & Mite Prep players.
- Determine objectives and needs for player development, proposes resources and programs to fulfill those needs to the Hockey Development Committee.
- Works very closely with all coaches to ensure the LHA goals and objectives for this level are stressed and worked toward. Specifically focuses on the development issues associated with this level of play.
- Assists in the creation and implementation of the player development model.
- Assists in the player evaluation process.
- Recommend and assist in the redesign of the try-out and evaluation process where required.
- Assist with the selection of try-out evaluators.
- Organizes all Mite teams with balanced team strength within each level.
- Resolves all matters of team size and assignment throughout the year.
- Prepares Mite game schedules both within the LHA and other neighboring associations.
- Works with Player/Coaches Development Committee to ensure that all registered Mite skaters are aware of pre-season clinics and evaluation schedules.
- Works with Player/Coaches Development Committee to clearly identify objectives of the Mite levels and prepares coaches clinics and direction to ensure these LHA objectives are met.
- Provide player instruction on use of dry-land training equipment.
- Assists first year coaches with activities required for them to be successful.
- Conduct in-season coaches meeting to discuss player development issues.
- Work with all coaches on player or level specific development issues.
- Work with Player Development Committee on player move-up requests.
- Contact parents regarding player move-up requests.
- Responsible to conduct pre-season tryout and parent meetings.

Committee Membership and Meetings

• Lakeville Hockey Association Board of Directors (Monthly – 2nd Wednesday), required