

## Ringette4U Instructor Roles & Responsibilities



### Instructor Certification:

- Required to complete the Instructor Certification as outlined in the Ringette Manitoba Policy Manual.

Instructors will receive access to Ringette4U lesson plans electronically.

### In the Dressing Room Before/After Ice time:

- Review the Lesson plan **BEFORE** you arrive at the ice time.
- If you are the designated Head Instructor on the schedule you **must** meet with the head coach **15 minutes prior to the ice time to review the lesson plan or game details**. If this is not taking place, please contact the Ringette Manitoba Program Coordinator.
- Allow some time for the coaches to ask questions.
- Ask questions if you do not understand something.
- Be dressed (skates on) 15 minutes **BEFORE** the scheduled ice time.
- Talk to the players in the dressing room prior to your ice time. **All Instructors MUST get ready in the dressing room(s) with the players.**
- Explain some of the things you will be working on that day
- Get them excited to go on the ice.

After the ice:

- Say a few words in the dressing room afterwards...
  - "Good Job everyone! You did great today!"

### During the Lesson:

The Instructor is leading the ice time in partnership with the Head Coach.

Once on the ice:

- Follow the Lesson Plan:
  - Gather the players so you can show them the correct technique for a skill as needed in the lesson plan.
  - If you are the designated Head Instructor, explain a drill while you have one of the Assistant coaches or another Instructor demo it as needed in the lesson plan.
  - Once players are established in the drill, provide feedback to the players (separately).
    - Such as: Good Job Suzy! That's a great stop.
    - Or: Hey Suzy! Try moving your foot this way when you're trying to stop.
- Help the coaches learn how to teach skills to the players; answer questions and provide feedback.
- May need to perform other duties as needed.

### During the Game:

- Enforce rules as defined by each stage.
- Adapt rules for squads as needed
  - Ex. 1 squad is more dominant than the other, so you say to that squad that they need to pass to every player before they shoot on net.