

## **SUMMARY:**

**Title:** Comparison of training time gaming activities in ice hockey for category PeeWee (9-12 years old) with theoretical

**Objectives:** The main objective is a compare real time involvement of players in game activities with the methodological recommendations IIHF, and Czech methodologies according Bukáč

**Methodology:** To compare the methodologies used content analysis training units, the majority of Czech clubs established categories. Data was provided trainers owns clubs. Data from the analysis of training unit was applied to Bukac's model for proportional layout training unit and the model recommended by the International Hockey Federation. Next step, was examined the actual time they spend on individual player reel in the exercises and game. This time was measured in two selected players from each team, where player 1 was above average in the group, and the player 2 was normally player. The difference of these players was so small that it was continue to work only with the average time.

**Conclusion:** The results show that coaches when compared both with Bukac's model, and with recommendations classified under IIHF add of insufficiently game and gaming exercises at the expense of training skills and skating. In the 4th Class clubs in the Czech Republic, the game was marshaled in the stretch 26% and in the 5th Class of 29%. On the contrary, the very practice of individual playing activity is included in the range of 74% at the 4th Class and 71% at the 5th class (applied to the Bukac's model).

**Keywords:** individual skill, ice hockey, PeeWee, recommendation for training units