

## SSMHA tryouts Evaluation

### **Evaluation Factors**

#### **Skill Evaluation:**

- Skating: acceleration, speed, agility, balance, stride, crossovers and pivoting;
- Passing: forehand and backhand passing and receiving;
- Puck Handling: head up/awareness, quick hands, puck protection and control;
- Shooting: velocity, accuracy, quick release, shooting in stride;
- Goalies: Stance, mobility, positioning, save technique, rebound control; and • Intangibles (goalies and skaters): work ethic, consistency, attentiveness. Game Execution:
- Skating: as above;
- Puck Skills: passing, puck handling and shooting;
- Offensive Play: creativity, determination, driving the net, vision, play making, confidence and speed with the puck, positioning with and without the puck, two-way play (forechecking and backchecking), break out, scoring ability and battling;
- Defensive Play: angling, gap control, vision, checking, positional play, puck movement, net play, point play;
- Goalies: in addition to above, game performance, anticipation, tracking, recovery; and
- Intangibles: work ethic, compete level, discipline, stamina, team play, attitude and communication skills.

### **Scoring**

The evaluators will use a point rating system developed by Hockey Canada. The scoring ranges from 0-5 over several categories:

#### Skill Sessions

Skating

Passing

Shooting

Puck Handling

Work Ethic / Hockey IQ

#### Games

Skating

Puck Skills

Physical / Work Ethic

Game Sense / Hockey IQ / Team Play

Scores will carry over throughout the whole tryout process. The scores are weighted as shown in the following table to determine the final rankings:

**Session Weighting:**

Division	# of sessions	Skill session #1	Skill session #2	Game 1	Game 2
Atom	4	25%	25%	25%	25%
Peewee	4	20%	25%	30%	25%
Bantam	3	40%		30%	30%
Midget	3	30%		35%	35%

**EVALUATION PHASES**

**SKILLS PHASE**

There are two sessions in the Skills Phase. Players trying out for competitive teams will be grouped to create approximately evenly skilled groups for the first two skills sessions. The purpose of the grouping is to facilitate a fair ranking process by reducing risk of excessively strong or weak groups.

**Session 1 – Individual Skills** – Drills designed to test the player’s individual skills – skating, puck handling, shooting and passing abilities.

**Session 2 – Tactical Skills** – Drills designed to test the player’s tactical skills in game-like situations such as battle drills, one-on-ones, two-on-ones, etc.

Bantam and Midget 1<sup>st</sup> session will be for all players interested in playing competitive hockey. Session 2 will be only for players trying out for a checking team (A or AA) that have attended a checking clinic. There will be a session 2 later on if needed for players that are trying out for B level.

The combined evaluation scores from Session 1 and 2 will be used to rank the players and tier them into teams for the first Intra-squad game.

Every effort will be made to have groups of no more than 24 skaters.

The tryout committee reserves the right to remove any player from the ice for safety or behavioral reasons.

**INTRA-SQUAD/EXHIBITION GAMES**

There will be two Games, the first one being an inter squad and the second one either an inter-squad or exhibition game:

**Game 1** – Scores will be combined with the skills scores (based on the weighting chart) to re-group the players for Game 2 should the second game be Inter-Squad.

**Game 2** – Scores will be combined with the all the previous scores to group the players for the Exhibition Games.

Players will be evaluated on their:

- offensive ability (both forwards and defence)
- defensive ability (both forwards and defence)
- play-making (vision of the ice) • confidence and speed with the puck
- positioning with and without the puck
- team play
- battling ability

#### **LAST GAME (EITHER INTERSQUAD or EXHIBITION)**

The final phase of the tryouts involves evaluation of the players' overall skills and abilities as demonstrated in Exhibition Games against an opponent from another association.

The exhibition games will have larger teams than necessary to facilitate the evaluation process. Teams will have up to 11 forwards, 7 defence and 3 goalies on the exhibition roster. Prior to the last game (exhibition or 2<sup>nd</sup> Inter-squad), 7 forwards, 4 defence and 1 goalie will have their team selection locked in so that the evaluators can concentrate on evaluating the other players. The Head Coach reserves the right to sit the locked in players to better assess the remaining players.

Players attending the exhibition game are not guaranteed to make that team.

After the last game, the coach will make the final selections to complete the final roster. At least one of the forward has to be ranked 8 or 9 and at least one of the defense has to be ranked 5 or 6. He cannot take any forward that would not be in the top 14 or defenseman that are not in the top 8.

Numbers above can be adjusted proportionally depending on the number of players on a team should the number of skaters be different than 15 for a team.

All evaluators can get together with the coach after the last inter-squad game to discuss players that are close to making the team to ensure the process is as fair as possible for all players.

All players released from a team will be sent to the next lower team (i.e. players cut from the AA team will be on the A team).

**\*\* In the absence of a coach being named prior to the final scrimmage / last game, the level coordinator shall name an unbiased / impartial person to review the final selections.\*\***