



CMHA Competitive Evaluation Policies and Procedures

Current as of August 2022

TABLE OF CONTENTS

OVERVIEW

Introduction	2
Expectations of Competitive Hockey	2
Objective of Player Evaluations	2
Evaluation Committee	3
Evaluation Format	4
Process Subject to Change	5

PROCESS

Player Positions	5
Initial Session Placement	5
Skills Sessions	6
Intersquad Game Structure	6
Goaltender Evaluations	6
Evaluation Absenteeism	7
Team Allotment	8
Team Finalization	8
Special Circumstance Placement Requests	8

ADMINISTRATION

Evaluator Selection	9
Evaluator Training	9
Supporting Software	9
Out of Area Players	9
Player Releases	10
Conflict of Interest	10

COMMUNICATION

Membership Communication	11
Personal Communication	11
Inquiries and Appeals	11

APPENDIX 1 – EVALUATION DRILL GUIDES, RUBRICS AND WEIGHTS

U11 Evaluation Game Roster Template	12
U13/ U15 Evaluation Game Roster Template	13
Player Rubric for Evaluation Games	14
Goalie Rubric for Evaluation Games	15
Player Game Evaluation Metrics and Weights	16
Goalie Session/ Game Evaluation Metrics and Weights	17



1. OVERVIEW

1.1 – INTRODUCTION

The following is an overview of the Chebucto Minor Hockey Association tryout process, aimed at assisting players and their families in gaining a better understanding of how the process is designed and implemented. CMHA understands that tryouts can be stressful, so it is our hope that this document will help alleviate some of this, and make tryouts as enjoyable as possible.

1.2 – EXPECTATIONS OF COMPETITIVE HOCKEY

It is important that all players, and their families, realize what is expected of them if they are successful in making a competitive team in Chebucto. Our coaches strive to deliver a fair play program that will allow all players to develop, while at the same time, recognizing that hockey is a team sport, and therefore, players are expected to attend all practices, games and team sanctioned events. Obviously, situations will arise where players will have to miss certain events, which is totally understandable, but players who regularly miss practices, games, and other events will miss out on development opportunities, and this could lead to reduced playing time during games, at the discretion of the head coach.

In addition to this, there are often other expectations at the competitive level, which may/ may not include the following:

- Early morning practices – 6:00 or 6:30 am on weekdays/ weekends.
- Significant fundraising. Parents/ guardians who chose not to fundraise will be expected to pay the equivalent amount themselves.
- Multiple tournaments and the costs associated with them, such as gas, motel/ hotels, and meals.
- An average of 1 – 2 games per week (home and away), 2 practices per week, as well as the possibility of dryland training and exhibition games.

If players, and their families, feel that any of the above expectations are unreasonable, then consideration should be given to playing at the recreational level instead.

1.3 – OBJECTIVE OF PLAYER EVALUATIONS

- To provide a fair, consistent and impartial assessment of all players.
- To create an environment where each player has the opportunity to demonstrate their hockey skills, to the best of their ability.
- To create an environment where each player has a reasonable opportunity to be selected for the level appropriate to their skill, maturity, and ability where they may continue to grow and develop as a player.
- To ensure that all players and families understand the expectations upon which players will be evaluated.
- To ensure all evaluators are objective, unbiased, free of conflict of interest, and have a thorough understanding of their role and the responsibilities associated with it.
- To provide ongoing review and improvement of the player evaluation and team selection process, ensuring that the process evolves to meet the changing demands placed upon CMHA.



1.4 – EVALUATION COMMITTEE

The evaluation committee is chaired by the VP Competitive, CMHA. The committee consists of members of the CMHA Board of Directors, an independent evaluator, an ombudsperson and/ or CMHA members who are in good standing. This committee is brought to the CMHA Board by the VP Competitive and MUST be approved by said board.

The committee will define the evaluation process, including selecting and implementing evaluation drills, defining the time length of sessions, setting parameters for evaluation games, and determining weighting for evaluation session scoring, for the season and oversee the entire evaluation process, which includes the selection of evaluators, both on and off-ice, communication of evaluation times, posting of evaluation groups and any other information deemed necessary.

Once selected, the members of the evaluation committee shall fill the following roles:

1. Evaluation Software Coordinator
 - With the help of others on the committee, this member will:
 - Ensure the evaluation criteria are properly loaded into software
 - Ensure players are properly loaded into software and assigned to the proper groups
 - Ensure tablets are properly set up for evaluators
 - Ensure scores are recorded and saved for all players
 - Ensure players are ranked correctly according to evaluation criteria
2. On – Ice Volunteer/ Evaluator Coordinator
 - With the help of others on the committee, this member will:
 - Ensure each on-ice skills session has required number of volunteers to run skills stations properly
 - Ensure teams/groups are defined in advance and communicated to the on -ice volunteers
 - Ensure lines and positions are defined, and how in game match ups are to be managed for game play scenarios, and then communicate this to bench assistants
 - Ensure each on-ice skills session has the proper equipment needed, ie: pucks, pylons, barriers, nets, etc.
 - Ensure volunteers are aware of how to run/ supervise each skill station
 - Choose one volunteer to be on-ice lead for each level
 - Ensure each on-ice session has at least 4 evaluators, and that evaluators are aware of evaluation criteria for each skill station
3. Communications Coordinator
 - With the help of others on the committee, this member will:
 - Ensure all tryout session times and groups are communicated to membership in a timely fashion
 - Ensure all player lists are generated in a timely fashion
 - Ensure any changes to tryout process are communicated to membership in a timely fashion
 - Ensure any updates are communicated to membership in a timely fashion



4. Logistics Coordinator

- With the help of competitive division coordinators, this member will:
 - Ensure volunteers are in place for all logistical roles, such as: dressing room monitors, check-in table, bench assistants, timekeepers, referees, etc.
 - Ensure tryout jerseys are ready and handed out properly to players
 - Ensure player lists and dressing room assignments are provided to check-in table
 - Ensure evaluators are aware of any player absences
 - Ensure bench assistants have proper rosters and instructions for intersquad games

5. Independent Evaluator

- This member will:
 - Have no ties whatsoever to CMHA, so as to be totally independent in the process
 - Evaluate players in both on-ice skills sessions and evaluation games
 - Be part of all discussions around the evaluation process, player placement and selection, and anything else pertaining to the overall evaluation process

6. Ombudsperson

- This member will:
 - Liaise between the tryout committee and membership with regards to questions, conflicts, complaints regarding tryout process.
 - The ombudsperson shall have no other role or responsibilities, and will not be a part of any of the discussions and decisions made by the evaluation committee.

1.5 – EVALUATION FORMAT

Spectators **WILL NOT** be permitted to attend evaluation sessions. The only people allowed to attend sessions are on-ice volunteers, off-ice volunteers, evaluators, and members of the evaluation committee. In discussions with other minor sport organizations, we feel this is the best environment for players to be able to demonstrate their skills. If played, spectators **WILL** be permitted for exhibition games.

U11: Evaluations will consist of multiple skills sessions followed by evaluation games and, if possible, exhibition games. Skill session results determine placement in evaluation games. Players will NOT designate a position for tryouts and will be rotated through forward and defense positions. Players MAY designate as a goalie and be evaluated as such.

U13: Evaluations will consist of multiple skills sessions followed by evaluation games and, if possible, exhibition games. Skill session results determine placement in evaluation games. Players will be required to indicate their position (forward, defense, or goalie) at the time of registration and will be evaluated according to their position.

U15: Evaluations will consist of non-contact evaluation games followed by full-contact evaluation games and, if possible, exhibition games. Non-contact game results determine placement in contact games. Players will be required to indicate their position (forward, defense, or goalie) and preference of full- contact vs non-contact at the time of registration and will be evaluated accordingly. If a player wishes to play non-contact ONLY, and team allotment allows for a non-contact competitive team, these players will be parked until such time that non-contact evaluations continue.



1.6 – PROCESSES SUBJECT TO CHANGE

The policies, procedures and anything else contained within this document are subject to change without notice, if necessary. The Evaluation Committee reserves the right to make these changes, as deemed necessary, in order to comply with the goals set out and approved regarding the evaluation of all registered players and goalies.

2. PROCESS

2.1 – PLAYER POSITIONS

U11: In order to accurately and fairly evaluate all participating players at the U11 level, players will be selected based upon skill level with no reference to position, except for those individuals wishing to try out for goaltender positions. The rationale for this is that many of the players coming from the U9 level have little or no experience playing full-ice hockey so their understanding of positional play is limited, which will negatively impact their evaluation when it comes to evaluation games. In order to achieve fairness, players will be rotated and will play all positions, as equally as possible, during evaluation games

At the time of team selection, the top 15 players will be placed on the respective teams, and the coaching staff will work with players throughout the year to determine where they best fit in terms of position(s).

U13, U15: Players at these levels will have had ample exposure to playing specific position(s), so they will designate a position at the time of registration and will be evaluated and ranked according to their position. During intersquad games, players who chose forward will rotate, as equally as possible, through all forward positions and players who chose defense will rotate, as equally as possible, through both sides.

2.2 – INITIAL SESSION PLACEMENT

Players at each level will be placed alphabetically for their 1st session, and player movement will commence from there.

2.3 – SKILL SESSIONS

- Players will be put through a variety of drills to test their skating, agility, edge control, puck handling, and shooting. The drills that will be used may vary depending on each age group.
- Drills will be selected, tested and finalized by the evaluation committee. An outline of the evaluation drills will be posted on the CMHA website prior to the start of the evaluation process.
- During skill sessions, station leads will provide each group with one (1) demonstration of the drill. Players are required to pay attention and watch to ensure to that they understand the drill. Failure to complete the drill correctly will negatively impact their score for said station.
- Players will be given four (4) opportunities to complete each drill, and will be scored on their last two attempts.
- If a player falls or fails to complete the drill properly on all attempts, their score will reflect this



- When players are completing drills using pucks, the player must keep the puck on their stick at all times by either stick handling, pushing or dragging the puck. The player cannot push the puck ahead of them and skate up to it.

2.4 – INTERSQUAD GAME STRUCTURE

U11: Full-Ice Free Flow Model

Rosters will be created with, where possible, fifteen (15) players, broken into 3 groups of 5. Teams will participate in modified full-ice games to maintain the flow of the game and to limit stoppages. This will include no icing, offsidings at the referee's discretion, and only calling egregious penalties. Penalty calls will result in a play-it-live penalty shot. Games will be run time, with players being given 60 second shifts, changing on the buzzer and leaving the puck where it is. Players will rotate through all positions, with evaluations being based on a player's overall play during the game.

U13, U15: Standard Game Model

Rosters will be created with, where possible, fifteen (15) players, including 9 forwards and 6 defense. Teams will participate in standard full-ice games. Games will be run time, with players being given 90 second shifts, changing on the buzzer and leaving the puck where it is. Penalties will result in a play-it-live penalty shot. Forwards will rotate through all 3 positions, and defense will rotate through both sides, with evaluations being based on a player's overall play during the game.

2.6 – EXHIBITION GAMES

If possible, there will be exhibition games at each level to help finalize rosters for each team. These games will model regular league games, and will consist of a home and home series, where there is one game played in Chebucto and one played in the other association's rink. Rosters for these games will consist of, where applicable, 20 skaters and 3 goalies at U11 levels, and 12 forwards, 8 defence, and 3 goalies at U13, U15, and U18 levels. These games will be evaluated by our evaluators and these results, along with the input of the team's coaches will determine final roster selection. Emphasis will be placed on evaluator results.

2.5 – GOALTENDER EVALUATIONS

The evaluation of goaltenders is made difficult due to the specialized nature of the position and the unique abilities, and experience, required of the evaluators. Goalie evaluations will be completed at the U11, U13, and U15 levels.

A goalie specific skills session will be completed to determine initial placement for the intersquad games, where applicable. The drills for these sessions will assess lateral movement, rebound control, puck tracking and puck stopping ability. The drills that will be used may vary depending on each age group.

The number of goaltenders per team will vary depending on the number of eligible goalies and the number of teams in a particular age group. The general guideline, if enrollment permits, is 2 goaltenders per team for all teams within each age group. This is done to ensure that all of our goaltenders are given the opportunity to develop at the highest level possible. If enrollment numbers do work out such that there are not two goalies per team, then it will be at the discretion of the evaluation committee to determine which team(s) should be allotted one goalie.



2.6 – EVALUATION ABSENTEEISM

In order to accurately and fairly evaluate all participating players fully throughout the different stages of the evaluation process, it is expected that players will attend all evaluation sessions. If a player cannot attend an evaluation session(s), it is critical that a parent/ guardian inform the VP Competitive as soon as possible. Failure to do so may impact a player's evaluation.

It is, however, understood that there are valid circumstances that prevent players from attending one, multiple or all evaluation session(s). As a result, the evaluation committee has established a policy to guide the actions taken in these situations.

Sickness or Injury

If any player becomes sick or injured and cannot attend one session: The player will be ranked for the sessions they participated in and their score will be pro-rated for the session they were unable to attend.

If any player becomes sick or injured and cannot attend multiple sessions but is able to attend a portion of the evaluations: The player will be ranked for the sessions they participated in and their score will be pro-rated for the sessions they miss. In addition, at the discretion of the evaluation committee, additional background information (i.e. past performance, input from previous year's coach(es), etc.) may also be used to assist in making an appropriate ranking.

If a player is unable to participate in all evaluations due to sickness or injury:

- A note from the player's family physician, or attending physician, issued within 1 week of the start of evaluations, shall be required by the evaluation committee. This note MUST be from a physician or doctor.
- Exceptions to the above will be made if a player has visible evidence of an injury, ie: cast, bandage, stitches, etc.

If a player is excused from evaluations due to sickness or injury, a player's ranking will be determined using the following criteria:

- Level of play the previous year
- The player's development through the previous year
- Player Feedback forms filled out by coaches
- Discussion with previous coach(es) in Chebucto
- Estimated time of return

Compassionate Reasons

In addition to sickness or injury, players may be unable to attend for "other" reasons. The following situations shall be considered under compassionate reasons:

- Family tragedy
- Religious holidays
- Attendance at a regional or national event (sporting or otherwise) that arises from a player's participation in an activity where the activity necessitates that player to attend



If a player is excused from all evaluations, due to reasons outlined above, a player's ranking will be based on:

- The level of play in the previous year
- The player's development through the previous year
- Player Feedback forms filled out by previous coaches

2.7 – TEAM FINALIZATION

U11, U13, U15, U18: Upon completion of the evaluation games, and exhibition games, if possible, players will be ranked on their weighted aggregate score. In the event that two (2) or more player's weighted aggregate scores are very close, the evaluation committee will discuss said players with regards to final placement, which may include the use of prior year coaches' feedback. If there is more than one team at a particular level, a balancing game will be played to ensure parity between the teams. Head coaches will be in attendance of said game, but final decisions on rosters will be done by the evaluation committee.

2.8 – TEAM ALLOTMENT

The allotment of teams in each age division is dependent upon a number of factors, including:

- Overall number of players being evaluated for competitive within the division
- Number of goalies being evaluated for competitive within the division
- Skill level of players and goalies being evaluated within the division
- Guidelines from HNS, if applicable
- Number of players being evaluated at specific positions, if applicable
- Number of interested coaches within the division

The evaluation committee will assess these factors during evaluations and make a decision from these.

2.9 – SPECIAL CIRCUMSTANCE PLACEMENT REQUESTS

In all circumstances, player ability and balanced teams will be the primary criteria for player placement. However, some accommodation may be made for parental requests in certain circumstances.

In terms of siblings, for players at U11, U13, and U15, where appropriate, and at the discretion of the evaluation committee, parent requests for siblings to play on the same team will be honoured, unless it results in a player being expected to participate at a level above or below their ability.

There are other circumstances that will be considered by CMHA as it pertains to specific placement of players. These requests **MUST** be brought to the attention of the evaluation committee prior to the start of evaluations, if possible. The evaluation committee will review these on a case-by-case basis.

Requests that may be considered:

- Legal protection and/ or court orders
- Prior documented player/ parent/ coach conflicts that are likely to result in future conflicts
- Special hardship cases

Requests that are based on personal preference or convenience will **NOT** be considered.



3. ADMINISTRATION

3.1 – EVALUATOR SELECTION

CMHA shall utilize independent evaluators. An independent evaluator is someone who does not have a child or family relative involved in the evaluations for any team within the division he/ she/ they are evaluating. These may be parent or non-parent coaches from other divisions, parents or non-parents from other divisions with previous coaching experience, or individuals with no involvement in CMHA, but with previous coaching experience. The evaluation committee will put out a call for volunteers, and select appropriate evaluators from this list.

The role of the evaluator during the tryout process will be to:

- Review and understand session plans to be prepared to evaluate the skills associated with the evaluation stage which they are involved
- Review and understand the evaluation factors/ criteria that they are being asked to evaluate in a given session
- Ensure that each assigned player receives a full evaluation and a representative score based on said evaluation
- Respect the confidentiality of the process and do not discuss any evaluations outside of the actual process and those involved
- Stay physically separate and independent from all other evaluators, and anyone else in the arena during the evaluation process
- Refrain from sharing comments/ opinions with anyone outside of the tryout process
- Direct any questions, comments or complaints to the evaluation committee

3.2 – EVALUATOR TRAINING

All evaluators will be expected to make themselves familiar with the CMHA Evaluators Guide. This guide will outline the required procedures, criteria & scoring methods, along with instructions on how to access/ use Team Genius evaluation software.

Evaluators may be asked to attend an information session prior to the start of evaluations in order to review evaluation processes and ask any questions.

3.3 – SUPPORTING SOFTWARE

CMHA currently uses TeamGenius Player Evaluation software for skill session and intersquad game evaluations. This software allows for real-time scoring and rankings which eliminates the need for paper evaluation and data entry.

3.4 – OUT OF AREA PLAYERS

CMHA Policy

The objective of CMHA is to develop players from within the boundaries of the CMHA and give them the opportunity to represent our association on a competitive hockey team. Players from outside CMHA wishing to try out for competitive teams within CMHA will be considered on a case-by-case basis by the VP Competitive and the evaluation committee, using the guidelines set out by Hockey Nova Scotia.



If the evaluation committee decides, or Hockey Nova Scotia officially requests that players from outside of Chebucto be given permission to try out, the following guidelines will be used:

- Forwards trying out would need to rank in the top 3 positions based on their evaluation scores
- Defence trying out would need to rank in the top 2 positions based on their evaluation scores
- Goalies trying out would need to rank in the top position based on their evaluation scores

These guidelines will ensure that these players are indeed “high calibre” and should noticeably improve these teams as a result.

3.5 – PLAYER RELEASES

Hockey Nova Scotia regulations permit players released from our “AAA” evaluations to tryout with another Association’s “AAA” team within the Halifax Region of the HNS Minor Council. If a player opts to exercise this option, they are required to notify the VP Competitive as soon as the opportunity is established.

During this timeframe, if a direct conflict occurs between another association’s “AAA” evaluations and the evaluations within CMHA, the player shall be considered “excused” from CMHA evaluations. A direct conflict shall be when sessions are at the same time, overlap in timings, or the timing will not allow for the player to travel to our session. It is the responsibility of the player to notify the VP Competitive of any direct conflicts; failure to do so will result in the player being “unexcused” for the session(s). The player shall be required to attend all CMHA evaluation sessions where no direct conflicts exist.

3.6 – CONFLICT OF INTEREST

In order to improve transparency with the evaluation process, CMHA has established “Conflict of Interest” guidelines. Many of the volunteers involved in the evaluation process have children or relatives playing in various divisions, so these guidelines will ensure that none of these volunteers find themselves in a situation where a conflict of interest could arise.

Parent-coach

A parent-coach is defined as someone who has a child/ family relative participating in the evaluation process. As such, a parent-coach shall not participate, directly or indirectly, in any evaluations in the division(s) in which the child/ family relative is participating in until such time as the player has been placed on a team, at which time the conflict of interest will be removed.

Evaluators

An evaluator shall not participate, directly or indirectly, in any evaluations in the division(s) in which the child/ family relative is participating in until such time as the player has been placed on a team, at which time the conflict of interest will be removed.

Evaluation Committee

Any member of the evaluation committee shall not participate, directly or indirectly, in any evaluations in the division(s) in which the child/ family relative is participating in until such time as the player has been placed on a team, at which time the conflict of interest will be removed.



4. COMMUNICATION

4.1 – MEMBERSHIP COMMUNICATION

Information regarding the overall evaluation process, and any other general communications will be communicated via email. All information regarding session times, groupings, timelines for lists being available, etc. will be made available through the CMHA website. It is the responsibility of the parents/players to check the website for information regarding groupings, session times, etc.

4.2 – PERSONAL COMMUNICATION

As members of the evaluation committee are known to membership, during the duration of evaluations, members of the evaluation committee will not be answering any personal texts, emails, or phone calls regarding evaluations and the evaluation process. ALL communication MUST be done through the proper channels, so please follow the appropriate steps to do this.

4.3 – INQUIRES AND APPEALS

Any inquiries, during and after the tryout process, MUST be communicated through the Ombudsperson, who will direct them to the VP Competitive. Any inquires directed to board members, or members of the evaluation committee will NOT be answered. If the VP Competitive feels that the matter needs further review, they will then bring the inquiry to the evaluation committee for further discussion. All inquiries must be submitted no later than 72 hours after the conclusion of the evaluation process in the division in which the inquiry refers.

The decisions of the VP Competitive, and the evaluation committee, regarding any inquiries will be deemed final.



APPENDIX 1

Template for Intersquad Game Rosters U11 Level

1st Period

PLAYER	CENTER	LW	RW	LD	RD
NAME 1					
NAME 2					
NAME 3					
NAME 4					
NAME 5					
NAME 6					
NAME 7					
NAME 8					
NAME 9					
NAME 10					
NAME 11					
NAME 12					
NAME 13					
NAME 14					
NAME 15					

Rosters for periods 2 and 3 will follow the same template, but players will be mixed up so that no lines are the same for more than one period.



Template for Intersquad Game Rosters
U13/ U15 Level

1st Period

PLAYER	CENTER	LW	RW
NAME 1			
NAME 2			
NAME 3			
NAME 4			
NAME 5			
NAME 6			
NAME 7			
NAME 8			
NAME 9			

PLAYER	LD	RD
NAME 1		
NAME 2		
NAME 3		
NAME 4		
NAME 5		
NAME 6		

Rosters for periods 2 and 3 will follow the same template, but players will be mixed up so that no lines are the same for more than one period.



PLAYER RUBRIC FOR INTRASQUAD GAMES

1 = Poor
 2 = Below Average
 3 = Average
 4 = Above Average
 5 = Outstanding

Skating	Acceleration, speed, mobility, agility, balance, stride, crossovers, pivots, change of pace	1	2	3	4	5
Passing	Passing, receiving, passing choices, unselfishness, good target, forehand/ backhand	1	2	3	4	5
Puck Handling	Head up, smooth/ quiet, good hands, protection, small spaces/ traffic	1	2	3	4	5
Shooting	Power, accuracy, forehand/ backhand, quick release, shoot in motion, variety of shots	1	2	3	4	5
Game Understanding	Ability to see the play develop on offense and defense, judgement, anticipation, disciplined	1	2	3	4	5
Compete Level	Win/ lose puck battles, effort on forecheck/ backcheck, clog shooting lanes	1	2	3	4	5
Checking	Proper angling/ positioning, contact confidence, proper technique, player/ puck separation	1	2	3	4	5

Notes:

- Players are to be scored using increments of 0.25 (ie: 3.25, 2.75, 4.5)
- Player scores should reflect their overall play for the entire game
- Checking category only applies to U15 level
- In the event that a player is unable to finish a game, they will be scored on their play to that point



GOALIE RUBRIC FOR INTRASQUAD GAMES

1 = Poor
 2 = Below Average
 3 = Average
 4 = Above Average
 5 = Outstanding

Skating/ Movement	Side to side, correct stance, position in the crease, slides/ pushes				
	1	2	3	4	5
Physical/ Mental	Mobility, up/ down, size, net coverage, challenge shots, focus, aggressiveness				
	1	2	3	4	5
Recovery/ Angles	Correct angles/ depth, positioning for shots/ dekes, 2 nd shot/ rebound recovery				
	1	2	3	4	5

Notes:

- Goalies are to be scored using increments of 0.25 (ie: 3.25, 2.75, 4.5)
- Goalie scores should reflect their overall play for the entire game
- In the event that a goalie is unable to finish a game, they will be scored on their play to that point



Player Game Evaluation Metrics and Weights

Criteria	Description	U11 Weight	U13 Weight	U15 Weight
SKATING	<ul style="list-style-type: none"> ● Demonstration of balance and agility (body position, technique) ● Are they in a good position for stability and strength? ● Forward Skating (Stride, acceleration, linear crossovers) ● Can they turn both directions? ● Backward Skating (C-cuts, crossovers, backward striding) ● Can they stop in both directions? ● Can they transition between backwards & forwards? ● Edge control (tight turns, inside & outside edges, pivots, crossovers) ● Agility (evasive skating, acceleration, change of speed/direction) 	50%	40%	35%
HOCKEY SKILLS	<p>PUCK HANDLING</p> <ul style="list-style-type: none"> ● In control of the puck in tight spaces and under pressure? ● Effectively stickhandle around opposition? ● Effective at protecting the puck? <p>SHOOTING</p> <ul style="list-style-type: none"> ● Effective technique? ● Forehand & Backhand? ● Perform multiple shot types? ● Proper shot selection? ● Velocity? ● Accuracy? <p>PASSING</p> <ul style="list-style-type: none"> ● Effective forehand & backhand pass? ● Can they hit moving and stationary targets? ● Do they take a look and select the best option? ● Head up looking at the target? ● Can they effectively receive a pass? ● Board passes, chips, saucer passes? 	30%	25%	20%
GAME UNDERSTANDING	<p>PRINCIPLES OF OFFENCE & DEFENCE</p> <ul style="list-style-type: none"> ● Player understands positional play ● Player supports the puck on the defensive and offensive side of the puck ● Player communicates with teammates ● Player has ability to read & react to the situation 	5%	15%	20%
COMPETE LEVEL	<p>EFFORT, BATTLE & DRIVE</p> <ul style="list-style-type: none"> ● Do they win or lose puck battles? ● Effort level on the forecheck/backcheck ● Do they maximize their opportunities? ● Do they get in shooting lanes to block shots or shy away? 	15%	20%	20%
CHECKING	<p>CONFIDENCE & TECHNIQUE</p> <ul style="list-style-type: none"> ● Does the player display proper technique when giving/receiving hits? ● Proper angling and positioning? ● Does the player show contact confidence? ● Effectiveness of separating a player from puck. 	0%	0%	5%



Goalie Session & Game Evaluation Metrics and Weights

Criteria	Description	Weight
Technical Skating/ Movement	<ul style="list-style-type: none"> ● Skating/Agility/ Mobility/Speed on skates ● Forward/Backward/Side-to-Side Tracking ● Correct Butterfly Stance - Position in Crease - Coming Out ● Stance/Slides/Pushes/Balance/Recovery in drills 	20%
Physical & Mental Skills	<ul style="list-style-type: none"> ● Mobility, Up/Down butterfly control and skills ● Save Selection ● Size & Net Coverage/Presence in Goal - Challenge shot ● Battle, Focus, Aggressiveness, Fitness, Confidence 	20%
Goalie Skills in Drills	<ul style="list-style-type: none"> ● Glove/Blocker ● Post Control & Reads ● Stick/Pads Control/Use ● Challenge Shooters and Post-to-Post Speed 	20%
Recovery & Angles	<ul style="list-style-type: none"> ● Correct Angles and Depth ● Positioning for shots/deke/shooter and movement ● Recovery for second shots, rebounds & passes ● Control of rebounds - Puck Tracking 	20%
Additional	<ul style="list-style-type: none"> ● Movements in Warmup, Slides, Edges, Skating ● Stopping the Puck 	20%

