



## **Evaluation Process:**

### **General**

The KC west player evaluation process is based on a tiering policy and an established player scoring and ranking process across all categories (Novice, Atom, and Peewee). Players are evaluated initially on their ability to perform and demonstrate skills that will yield appropriate ability groupings for purposes of evaluation games. The use of timed drills will allow for the collection of consistent and objective results that establishes a base line for comparison of player skill levels relative to age appropriate performance criteria.

**Therefore, initial player grouping are established for the purpose of placing the player in the appropriate ability group. These groups may be selected randomly, be alphabetical and/or deemed as necessary at the discretion of Category Directors.**

Additionally, players will scrimmage and play 2 evaluation games to assess their hockey playing abilities against players of similar skill levels. Scores for evaluation games sessions will then be used to rank players within the group. The format of the game play shall be five on five, plus goalies if available. Players demonstrating greater or lesser abilities than the rest of their session group will be moved accordingly.

It is important to note that the initial grouping of players for the time trials are a starting point only and is not intended to influence the evaluation process more than 25%. Ultimately, 75% of the players rank is determined by his/her game evaluations.

### **Time Trial Evaluation:**

Each time trial session will consist of several age appropriate drills designed to allow players to demonstrate their particular level of competence in a given skill. See attached drills at end of manual.

### **Game Playing Skill Evaluation**

In general, three quarters of the tiering sessions will be dedicated to evaluation games where players will be evaluated on their ability to play against other players of similar skill. Players' game playing skills will be evaluated against the following scoring criteria:

#### **Skating 0 to 25 points**

- Forwards, backwards, crossovers, stopping, pivots

#### **Passing 0 to 15 points**

- Forehand, backhand, receiving,

#### **Puck handling 0 to 5 points**

- The ability to carry the puck with control while skating

#### **Shooting 0 to 25 points**

- Power, accuracy, in motion, wrist shot, slapshot

#### **Checking 0 to 15 points**

- Back checking, fore-checking, angling

#### **Puck Protection 0 to 5 points**

- The ability to screen opposing players from the puck while maintaining control

#### **Game Play 0 to 20 points**

- Position, hustle, Anticipation, team player

#### **Total Points 0 to 110 points**



For evaluation games, teams will be made based on player ranking after time trial sessions. Players will receive random pinnies. Evaluators will be randomly assigned a colour for evaluation and shall not evaluate their own children.

### **Total Scoring and Final Ranking**

Players' final ranking will be determined as follows. Raw scores obtained from time trial sessions will be used to determine groups for evaluation games against players of equal ability and count for 25% of final score.

After the 2 evaluation game sessions have been completed, relative rankings of players within the groups will be created. Direct comparisons of scrimmage game scores from group to group will not be possible as each group is expected to play at a different level. For example, 25 out of 25 in Group C is not equivalent to 25 out of 25 in Group A.

At this point, a new ordering of all players is possible and tentative team cut lines may then be drawn. Consideration of parents' requests and the like will be made at this time. Players wishing to play together will be given consideration only if the higher tiered player moves to the tier of the lower player. A move of one tier will generally be considered. In order to move more than one Tier, a parent or guardian of the player in question must provide a written request to the Category Director.

The point ranking for all categories will be made without regard to position, except for goalies. A final review will be performed with the Category Directors, VP of Hockey, and President to ensure proper tiering

### **Objectives of Evaluations**

1. To provide fair and impartial assessment of a player's total hockey skills during the time trials and scrimmages.
2. To ensure the player is given all opportunity to showcase their skills through the time trials and scrimmages to make sure they are placed on the appropriate team to match their level of play.
3. To provide uniformity and consistency across all levels in KC West so players and parents are aware of the evaluation process and the various skills they are evaluated on.

### **Rules**

1. Evaluations will remain confidential and will not be published or released to players or parents. These evaluations are strictly used to place players on the appropriate teams and are not used to educate and develop the player. The evaluations of the players will only be made available to the category director, V.P. of Hockey operations, and president of the club.
2. Any member of the Evaluation Committee will remove him/herself from any discussions that involve his or her child.
3. The Category Director and V.P. of Hockey will deal with any injury or illness which prevents a player from completing in time trials and/or scrimmages.
4. Evaluations will be performed by coaches and volunteers from either inside or outside the club with knowledge of skill development and expectations of level of play for the various levels (Novice, Atom, and Peewee). Evaluators will use the evaluation from provided by KC West and the Hockey Canada guideline for evaluations and skill levels.
5. Players that miss an evaluation due to illness or late registration will be placed on an appropriate team based on previous tiering or if a new player placed on a lower tier team until their skill level can be identified to place them on an appropriate team.
6. Player evaluations will not be position specific and will be solely based on time trials and scrimmages with players being moved around to both forward and defence. Goalies will be evaluated specifically to their position.



## **Goalie Evaluations**

Goalie evaluations will only be performed on players in Atom and Peewee. These evaluations will consist of 2 scrimmages and 1 goaltender session with an independent 3<sup>rd</sup> party (Ian Gordon).

Goalies evaluation in scrimmage play will consist of evaluations on the goalies ability to skate forwards, backwards, and side to side with control. Goalies will also be judged on their angles and position within the net during play, competitiveness, and speed to recover after a save.

## **PLAYER SELECTION CRITERIA**

The following is a reference that will be provided to evaluators prior to the player selection process. An age specific skill list can be found on the following pages.  
General Overview of the Skills to Play the Game

### **Skating**

Acceleration, speed, mobility, agility, balance, stride, crossovers, pivots, acceleration out of turns, quick feet, controlled skating, change of pace.

- ♦ Can the players perform the basic forward and backward stride?
- ♦ Are the players knees well bent with the back slightly forward and the head up, or is the player hunched over, bending at the waist with little knee bend?
- ♦ Good skaters will use long strides with a complete recovery of the stride leg before striding with the other leg. Their strides will look very smooth and appear not to require much effort to move around the ice?
- ♦ Does the player look smooth when they skate or do they appear off balance?
- ♦ Can the player turn in both directions with little trouble or do they struggle to turn in one or both directions?
- ♦ Can the player stop in both directions? Younger players will often have trouble stopping in one direction?
- ♦ Can the player keep up with the play or do they struggle to stay with the other players on the ice?

### **Passing**

Passing, receiving, passing choices, on backhand, unselfish with the puck, presents a good target, receives and retains with control, touch passing.

- ♦ Can the player pass the puck to its intended target with minimal effort?
- ♦ Can the player make an accurate pass to a moving target?
- ♦ Can the player receive a pass on their backhand or do they tend to shift their body to receive the pass on the forehand?
- ♦ Can the player pass the puck off of the backhand with some speed and accuracy?
- ♦ Does the player call for the puck vs. banging their stick on the ice or saying nothing at all?
- ♦ Does the player passing the puck make eye contact with the intended receiver or do they just pass the puck blindly?
- ♦ Can the player execute a saucer pass over sticks and other obstacles?
- ♦ Can the player pass the puck off of the boards to another player?

### **Puck Control/Puck Handling**

Head ups, smooth and quiet, good hands, protection, in small spaces, in traffic.



- ♦ Does the player have the basic skills to execute a forehand pass?
- ♦ When the player passes the puck do they slap at it or is the motion smooth with the player following through to the intended target?
- ♦ Does the player appear to be comfortable handling the puck while skating or do they appear to fight the puck and have trouble skating with some speed while handling it?
- ♦ Can the player keep his/her head up while carrying the puck?
- ♦ Can they execute dekes and fakes with the puck?
- ♦ Can't they stop quickly or change directions while handling the puck?
- ♦ Can the player continue to handle the puck while in traffic and under pressure?
- ♦ Does the player get pushed or checked off the puck easily?

### **Shooting**

- ♦ Can the player execute the technique of a wrist shot and backhand?
- ♦ Does the player follow through to the target on all shots?
- ♦ Can the player raise the puck?
- ♦ Is the puck shot with some velocity?
- ♦ Does the puck sit flat in the air or does it wobble?
- ♦ Can the player execute a one-time shot?
- ♦ Is the player accurate when shooting?

### **Game Play**

Ability to see the play developing both offensively and defensively and moves to support, judgment, anticipation, understands systems, disciplined.

- ♦ Does the player seem to understand where he/she are to play on the ice?
- ♦ Do they support the puck in defensive and offensive situations?
- ♦ Does the player anticipate where the puck and play is going?
- ♦ Does the player involve other players in the
- ♦ Does the player work hard and hustle to loose pucks?
- ♦ Does the player force the play or do they wait too long?

### **Checking Concept**

of angling, good body position with balance and control, defensive side position, aggressive checker.

- ♦ Can the player execute basic stick checks?
- ♦ Does the player angle opposing players to the outside?
- ♦ Can the player fore-check aggressively to try and get the puck?
- ♦ Can the player backcheck to try and retrieve the puck from the opposing player?
- ♦ Does the player shy away from other players?

Evaluators can print off the summary cue card on the following page for easy reference during the evaluation sessions.



## **PLAYER SELECTION CRITERIA EVALUATOR CUE CARD**

Skating = speed, quickness, technique

- ◆ Forward and Backward
- ◆ Turn both directions
- ◆ Stop both directions
- ◆ Are they in a good position for stability and strength

**Passing** – technique, control, vision

- ◆ Forehand and Backhand
- ◆ To moving and stationary target
- ◆ Vision – do they take a look and select best option
- ◆ Advanced – board passes, chips, saucer passes

**Puck Control** – technique, open ice, confined space

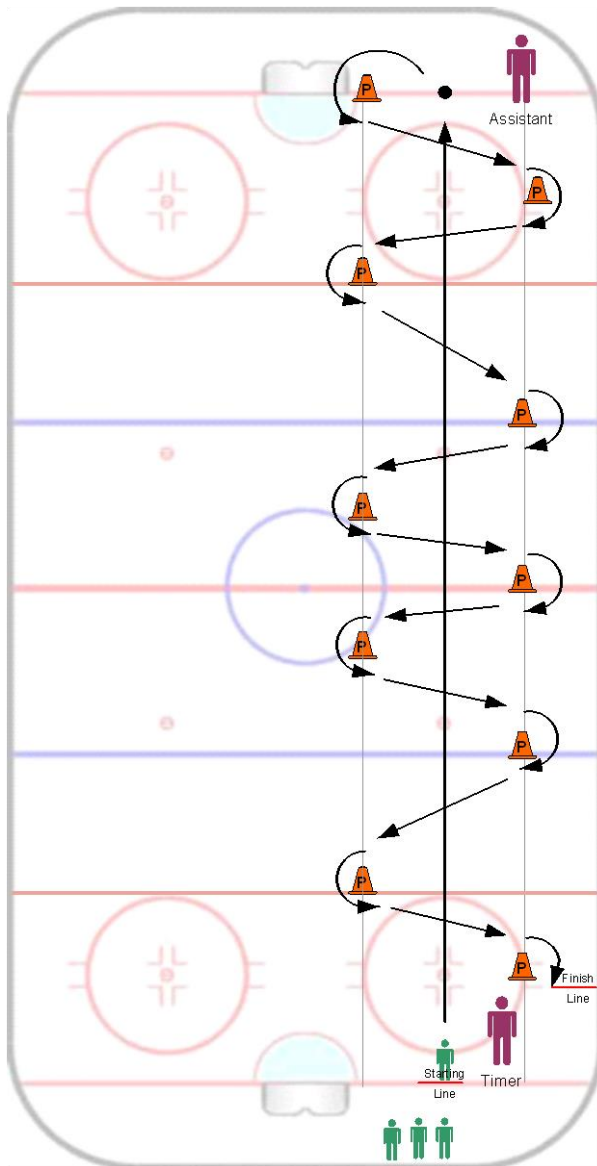
- ◆ Open carry with speed
- ◆ Execute dekes and fakes on the 1 on 1
- ◆ Can they handle the puck in traffic and tight space
- ◆ Ability to maintain control while being checked

**Shooting** – technique, accuracy, velocity

- ◆ Forehand and backhand
- ◆ Wrist shot, snap shot, slap shot
- ◆ Velocity
- ◆ Accuracy
- ◆ Shot Selection – do they select the best shot for the opportunity?

**Game Understanding** – Principles of Offence and Defence

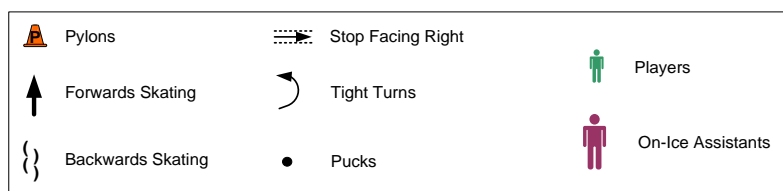
- ◆ Player understands positional play
- ◆ Player supports the puck on the defensive and offensive side of puck
- ◆ Player communicates with teammates
- ◆ Player has the ability to read and react.

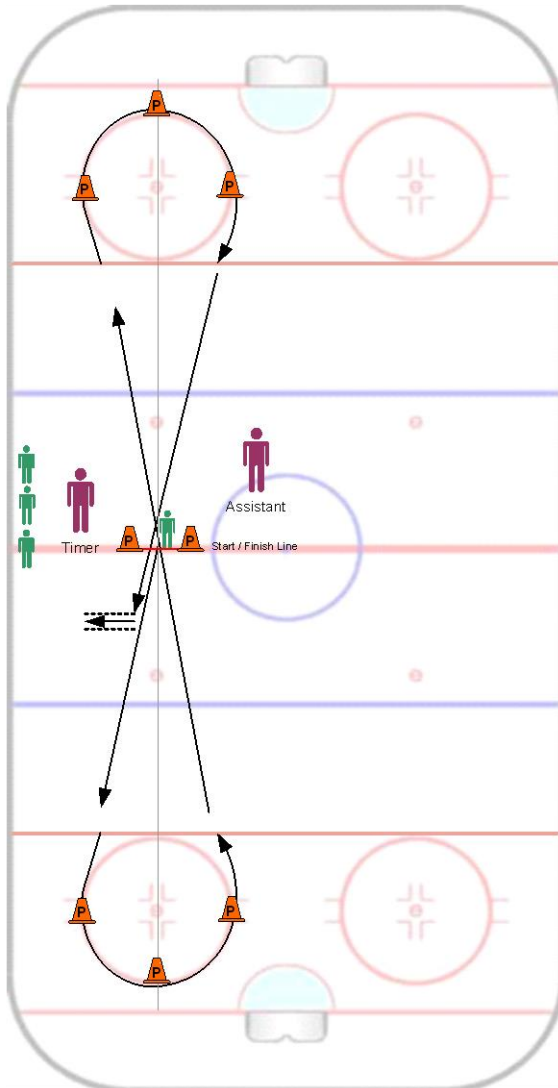


## Drill #1

### Skating and Puck Control

Player starts with both skates behind the goal line. The timer will say 1-2-3- go, start the stop-watch and the Player will skate forward as fast as they can to the other goal line. The player will maneuver through the pylon course. The players skates must both go around the pylon or time will be disallowed and turn is disqualified. The time stops when player's skates cross the final pylon by the hash marks. If player misses a pylon... time is disallowed... and turn is disqualified. Each player will complete this drill twice.





## Drill #2

### Tight Turn / Crossovers

Player starts with both skates behind the centre line. The timer will say 1-2-3- go and start the stopwatch. The player will skate forward to the first pylon and tight turn/cross-over to the left continue through the starting point and tight turn/crossover to the right, skating back to the start position finishing as hard as possible. Stopwatch stops.

Player must skate in a figure 8

Skate through the finish line

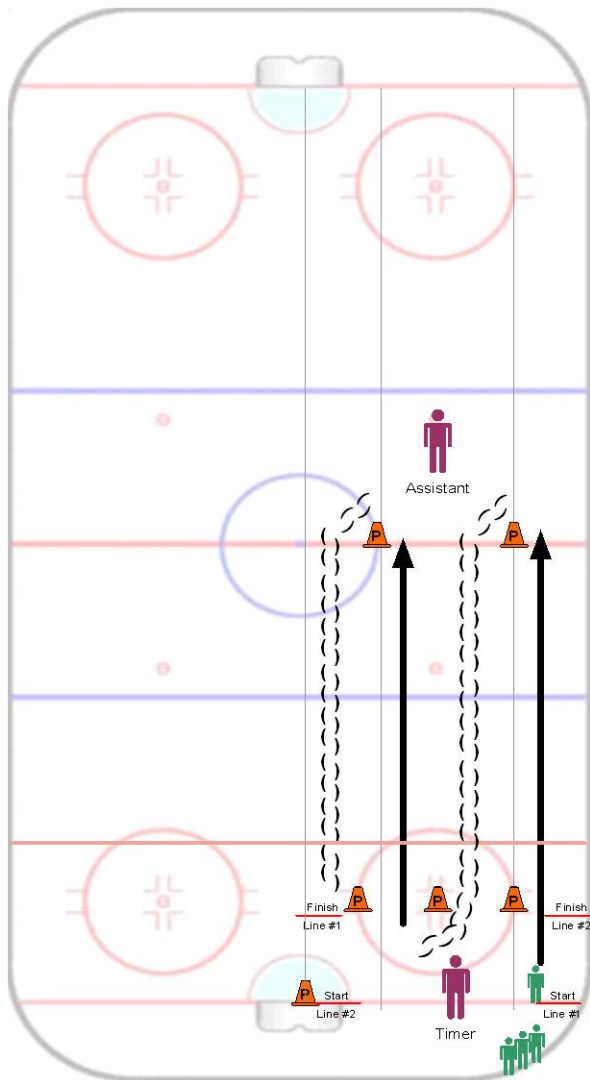
Each player will do the drill twice

Pylons	Stop Facing Right	Players
Forwards Skating	Tight Turns	On-Ice Assistants
Backwards Skating	Pucks	



## Drill #3

### Forwards/Backwards/ Pivots

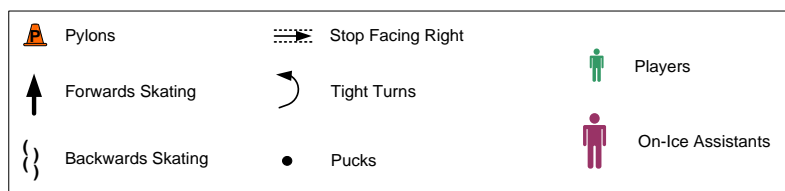


Player starts with both skates behind the goal line. The timer will say 1-2-3- go and start the stopwatch. The player will skate forward to the first pylon and pivot to backward skating to the pylon on the faceoff circle. Pivot turn to forward, skating to the third pylon, pivot turn to backward skating to the hash marks. Stopwatch stops.

1st time through start from the boards  
2nd time through start from the middle of the crease

If player falls... stop the drill... move to the back of the line and try again

Each player will do the drill twice from each side







KC West Athletic Club      Player Evaluation Sheets										Completed By:	
Category/Group		Date		Arena							
		1=Poor 2=Below Average 3=Average 4=Above Average 5=Outstanding									
Jersey #	Skating		Passing		Shooting		Checking		Game Play		Rank in
	Forward	1 2 3 4 5	Forehand	1 2 3 4 5	Power	1 2 3 4 5	Backchecking	1 2 3 4 5	Positional Play	1 2 3 4 5	Group
	Backward	1 2 3 4 5	Backhand	1 2 3 4 5	Accuracy	1 2 3 4 5	Forechecking	1 2 3 4 5	Hustle	1 2 3 4 5	
	Crossover	1 2 3 4 5	Receiving	1 2 3 4 5	In motion	1 2 3 4 5	Angling	1 2 3 4 5	Anticipation	1 2 3 4 5	
	Stopping	1 2 3 4 5	Puckhandling		Wristshot	1 2 3 4 5	Puck protection		Team Player	1 2 3 4 5	
	Pivots	1 2 3 4 5			Slapshot	1 2 3 4 5					
Comments:											
Jersey #	Skating		Passing		Shooting		Checking		Game Play		Rank in
	Forward	1 2 3 4 5	Forehand	1 2 3 4 5	Power	1 2 3 4 5	Backchecking	1 2 3 4 5	Position	1 2 3 4 5	Group
	Backward	1 2 3 4 5	Backhand	1 2 3 4 5	Accuracy	1 2 3 4 5	Forechecking	1 2 3 4 5	Hustle	1 2 3 4 5	
	Crossover	1 2 3 4 5	Receiving	1 2 3 4 5	In motion	1 2 3 4 5	Avoiding	1 2 3 4 5	Anticipation	1 2 3 4 5	
	Stopping	1 2 3 4 5	Puckhandling		Wristshot	1 2 3 4 5	Puck protection		Team Player	1 2 3 4 5	
	Pivots	1 2 3 4 5			Slapshot	1 2 3 4 5				1 2 3 4 5	
Comments:											
Jersey #	Skating		Passing		Shooting		Checking		Game Play		Rank in
	Forward	1 2 3 4 5	Forehand	1 2 3 4 5	Power	1 2 3 4 5	Backchecking	1 2 3 4 5	Position	1 2 3 4 5	Group
	Backward	1 2 3 4 5	Backhand	1 2 3 4 5	Accuracy	1 2 3 4 5	Forechecking	1 2 3 4 5	Hustle	1 2 3 4 5	
	Crossover	1 2 3 4 5	Receiving	1 2 3 4 5	In motion	1 2 3 4 5	Angling	1 2 3 4 5	Anticipation	1 2 3 4 5	
	Stopping	1 2 3 4 5	Puckhandling		Wristshot	1 2 3 4 5	Puck protection		Team Player	1 2 3 4 5	
	Pivots	1 2 3 4 5			Slapshot	1 2 3 4 5				1 2 3 4 5	
Comments:											
Jersey #	Skating		Passing		Shooting		Checking		Game Play		Rank in
	Forward	1 2 3 4 5	Forehand	1 2 3 4 5	Power	1 2 3 4 5	Backchecking	1 2 3 4 5	Position	1 2 3 4 5	Group
	Backward	1 2 3 4 5	Backhand	1 2 3 4 5	Accuracy	1 2 3 4 5	Forechecking	1 2 3 4 5	Hustle	1 2 3 4 5	
	Crossover	1 2 3 4 5	Receiving	1 2 3 4 5	In motion	1 2 3 4 5	Angling	1 2 3 4 5	Anticipation	1 2 3 4 5	
	Stopping	1 2 3 4 5	Puckhandling		Wristshot	1 2 3 4 5	Puck protection		Team Player	1 2 3 4 5	
	Pivots	1 2 3 4 5			Slapshot	1 2 3 4 5				1 2 3 4 5	
Comments:											
Jersey #	Skating		Passing		Shooting		Checking		Game Play		Rank in
	Forward	1 2 3 4 5	Forehand	1 2 3 4 5	Power	1 2 3 4 5	Backchecking	1 2 3 4 5	Position	1 2 3 4 5	Group
	Backward	1 2 3 4 5	Backhand	1 2 3 4 5	Accuracy	1 2 3 4 5	Forechecking	1 2 3 4 5	Hustle	1 2 3 4 5	
	Crossover	1 2 3 4 5	Receiving	1 2 3 4 5	In motion	1 2 3 4 5	Angling	1 2 3 4 5	Anticipation	1 2 3 4 5	
	Stopping	1 2 3 4 5	Puckhandling		Wristshot	1 2 3 4 5	Puck protection		Team Player	1 2 3 4 5	
	Pivots	1 2 3 4 5			Slapshot	1 2 3 4 5				1 2 3 4 5	
Comments:											
Jersey #	Skating		Passing		Shooting		Checking		Game Play		Rank in
	Forward	1 2 3 4 5	Forehand	1 2 3 4 5	Power	1 2 3 4 5	Backchecking	1 2 3 4 5	Position	1 2 3 4 5	Group
	Backward	1 2 3 4 5	Backhand	1 2 3 4 5	Accuracy	1 2 3 4 5	Forechecking	1 2 3 4 5	Hustle	1 2 3 4 5	
	Crossover	1 2 3 4 5	Receiving	1 2 3 4 5	In motion	1 2 3 4 5	Angling	1 2 3 4 5	Anticipation	1 2 3 4 5	
	Stopping	1 2 3 4 5	Puckhandling		Wristshot	1 2 3 4 5	Puck protection		Team Player	1 2 3 4 5	
	Pivots	1 2 3 4 5			Slapshot	1 2 3 4 5				1 2 3 4 5	
Comments:											



## **Player\*Evaluation\*Scoring\*Matrix**

5

The player is able to perform the 7 various skill set categories in an elite manner. This player outperforms all players on the ice and separates himself/herself from his or her peers.

4

This player performs most skills very well with few acceptions. While this player is not elite they are very good and perform well in most skills with only a few inconsistencies.

3

This player is an average performer who makes good plays 50% of the time but their play is offset with poor play and decisions. This player needs to work on skill development and 50% of the time they make a poor decision or just don't have the right skills to make the right play.

2

This player is a below average performer that continues to make bad plays. This player needs lots of help with their skill development. Physical and mental components were deficient and below average. This player shows some potential but has definite limitations, which would not allow them to play at this level.

1

Skill development below level for this age group. Little contribution expected at this level. Many deficiencies which need to be worked on. Would not be able to play at this level.