



## **BAHA Evaluation Guidelines**

### **Novice/Atom/Peewee/Bantam/Midget**

#### **Novice all Levels**

#### **Atom and up all level except AA**

**2017/2018**

### **Introduction**

The BAHA Evaluation Guidelines are guidelines for the evaluation of players and goalies registered in BAHA. The guidelines are set to provide guidance and direction to the evaluation process. During the evaluation process, decisions may need to be made by the Evaluation Committee that are not specifically part of the BAHA Evaluation Guidelines.

### **Evaluation Process**

Prior to the commencement of the evaluation process, a meeting will be organized by the Evaluation Committee with the evaluators to outline the BAHA Evaluation Guidelines and to set out the objectives of the evaluation process. Evaluation templates will be posted on the website.

In order to maintain impartiality, prior to the commencement of the evaluation process, each player will be identified by a number. A sticker with a number on it will be given to each player and placed on his or her helmet. Goalies will be given a jersey with a number. The numbers will be randomly selected by the Age-Group Director. Each player and goalie will be evaluated according to their number and evaluation results will be posted according to identification numbers. Evaluators will not be advised as to the names of any players, and will only be provided with the identification numbers of players. Each evaluator will be provided with an evaluation sheet which he or she will be required to complete and submit immediately following the evaluation session. Each evaluator will provide their evaluation of players according to their identification number. The evaluation sheets will be maintained by the VP of Hockey Operation. In an effort to ensure proper movement, players may be moved both upward and downward from a group at any time during the evaluation process. Evaluators will be encouraged to identify stronger players in a group that should be moved up a group and weaker players in a group that should be moved down a group.

## **NOVICE/ATOM/PEEWEE/BANTAM/MIDGET EVALUATIONS**

### **SESSION 1 (TIMED SKILLS SESSION)**

1. Session 1 will not have goalies in Novice/Atom/Peewee/Bantam/Midget
2. Players will participate in drills to evaluate skills such as skating, both forwards and backwards, agility with tight turns, and puck handling
3. Time trials – players will be assigned ice in groups according to last name first letter
4. Players will be ranked from top to bottom in their group, and will be ranked from top to bottom in their age category. Players will be ranked for placement in Session 2

### **SESSION 2 (CASCADES)**

#### **NOVICE, ATOM, PEEWEE**

1. Following Session 1, players will be placed in groups for Session 2 (Cascades). The number of players in each group may vary depending on the number of players in the age category.
2. Players will participate in games to evaluate skills and to evaluate how players play in a game situation.
3. Players will participate in three on three games on half-ice with each group having approximately 6-8 players.
4. Start with the lowest ranking 10 players and the second lowest ranking 10 players from Session 1
5. After the first 15-minute game is completed, evaluators will slide the lowest 12 ranked players down to the opposite side of the rink for another 3 on 3 game. The top 8 will stay and play the next group coming on.
6. Player movements from the evaluators will be made to ensure the strongest players will remain on the ice at the end of the ice time. The lowest ranking players will then be removed from the ice. The group remaining will continue to play half ice 3 on 3 against the next group of 6 that are brought onto the ice. This process continues, bringing the next higher group of 6 on the ice, until all players have been evaluated. The last few groups of Cascades may end up playing half and or full ice 3 on 3.
7. Evaluators may ask that certain players play against each other, or certain line combinations play against each other, or certain players switch groups, to determine the strongest players and the weaker players.
8. The cascade system is utilized to provide movement of players. A large majority of players will be on the ice for 80 to 90 minutes. Some players will only be on the ice for 40 to 45 minutes. Some players will remain on the ice for the maximum 2 hour time frame.
9. If a player reaches a cumulative time period of 2 hours of playing time then the Evaluation Committee and the Age-group Coordinator, in conjunction with the parent/guardian, will determine if the player should continue in the session.
10. If it is determined that the player should be removed from the ice (“Capped Player”) the Age group Director will determine where the Capped Player will start for the next ice session. A Capped Player should be placed at least one group higher than players that left the ice before him or her and in the same or higher group as those players that left at the ice at the same time as the Capped Player.
11. In circumstances where a player is significantly stronger than other players in his or her group, a player may be asked to sit out and participate with the next group to come on the ice.

12. Depending on the number of players in an age category, there may be more or less than 10 players in a group, and depending on the number of players more or less than 10 players might remain on the ice.
13. Players will be ranked from top to bottom in their age category.

## **SESSION 2 (CASCADES)**

### **BANTAM , MIDGET (excluding AA)**

1. Following Session 1, players will be placed in groups for Session 2 (Cascades). The number of players in each group may vary depending on the number of players in the age category.
2. Players will participate in games to evaluate skills and to evaluate how players play in a game situation.
3. Players will participate in full ice 5 on 5. Defense will be playing Defense, and all forwards will be rotated between the 3 forward positions
4. Start with the lowest ranking 8-12 Defense, and 16-24 forwards from Session 1
5. After the first 30-minute game is completed, evaluators will rank both groups and leave the top 5-7 Defense and top 10-12 forwards to make up one team. The next ranked forwards and Defense will come out to form the other team.
6. Player movements from the evaluators will be made to ensure the strongest players will remain on the ice at the end of the ice time. The lowest ranking players will then be removed from the ice. The group remaining will continue to play full ice 5 on 5 against the next group that are brought onto the ice. This process continues, bringing the next higher ranked players on the ice, until all players have been evaluated.
7. Evaluators may ask that certain players play against each other, or certain line combinations play against each other, or certain players switch groups, to determine the strongest players and the weaker players.
8. The cascade system is utilized to provide movement of players. A large majority of players will be on the ice for 60-120 minutes. Some players will only be on the ice for as little as 30 minutes. Some players will remain on the ice for the maximum 2 hour time frame.
9. If a player reaches a cumulative time period of 2 hours of playing time then the Evaluation Committee and the Age-group Coordinator, in conjunction with the parent/guardian, will determine if the player should continue in the session.
10. If it is determined that the player should be removed from the ice ("Capped Player") the Age group Director will determine where the Capped Player will start for the next ice session. A Capped Player should be placed at least one group higher than players that left the ice before him or her and in the same or higher group as those players that left at the ice at the same time as the Capped Player.
11. In circumstances where a player is significantly stronger than other players in his or her group, a player may be asked to sit out and participate with the next group to come on the ice.
12. Depending on the number of players in an age category, there may different numbers of players on each team.
13. Players will be ranked from top to bottom in their age category.

### **SESSION 3 (FULL GAME SCRIMMAGE)**

#### **NOVICE, ATOM, PEEWEE, BANTAM, MIDGET (Excluding AA)**

##### **Our top team and bottom teams will be made (minus coach picks) after this session**

1. Following Session 2, players will be placed in groups for Session 3. The number of players in each group may vary depending on the number of players in the age category
2. Players will participate in games to evaluate skills and to evaluate how players play in a game situation
3. The groups will play 5 on 5 for the remaining minutes, shift changes every 1 minute
4. Evaluators may ask that certain players play against each other, or certain line combinations play against each other to determine the strongest players and the weaker players.
5. Players will be ranked from top to bottom in their age category. Evaluators will be asked to rank forwards and defensemen separately. Players will be ranked for placement in Session 4.

### **SESSION 4 – FULL GAME SCRIMMAGE**

#### **NOVICE, ATOM, PEEWEE, BANTAM, MIDGET (Excluding AA)**

##### **Our next top team and next bottom team will be made after this session (minus coach picks)**

1. Depending on the number of players, the groups consist of 7 to 9 forwards and 4 to 6 defense.
2. Groups will play 5 on 5 for the entire ice session in a game situation with face offs, off-side calls, penalty calls (penalty shots awarded).
3. Lines may be asked to play against each other at certain times during the ice session. Near the end of the session it may be necessary to play the stronger line from the weaker team against the weaker line from the stronger team to see if movement between teams is warranted. Evaluators may ask players to play 4 on 4 or 3 on 3.
4. During the ice session, the evaluators may have the defensemen from one group play for the other group to see how the defense might play against different forwards.
5. Players will be ranked from top to bottom in their group and then players will be ranked from top to bottom in their age category. Evaluators will be asked to rank forwards and defensemen separately.

### **SESSION 5– FULL GAME SCRIMMAGE**

#### **NOVICE, ATOM, PEEWEE, BANTAM, MIDGET (Excluding AA)**

##### **All teams finalized and coach picks are made.**

6. Depending on the number of players, the groups consist of 7 to 9 forwards and 4 to 6 defense.
7. Groups will play 5 on 5 for the entire ice session in a game situation with face offs, off-side calls, penalty calls (penalty shots awarded).
8. Lines may be asked to play against each other at certain times during the ice session. Near the end of the session it may be necessary to play the stronger line from the weaker team against the weaker line from the stronger team to see if movement between teams is warranted. Evaluators may ask players to play 4 on 4 or 3 on 3.
9. During the ice session, the evaluators may have the defensemen from one group play for the other group to see how the defense might play against different forwards.
10. Players will be ranked from top to bottom in their group and then players will be ranked from top to bottom in their age category. Evaluators will be asked to rank forwards and defensemen separately.