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MISSION STATEMENT:

High Prairie Minor Hockey Association is striving to provide a fair, impartial, consistent and comprehensive evaluation system that will result in players participating at a level that is based upon their ability, commitment and desire.

OBJECTIVES:

- To provide a fair and impartial assessment of a player's total hockey skills during the skating and scrimmage sessions
- To ensure that players have a reasonable opportunity of being selected to a team appropriate to their skill levels as determined during the on-ice evaluations of the current year
- To provide coaches with the opportunity to build a team based in part on their coaching philosophy and knowledge of player skills and attitude
- To provide uniformity and consistency in the evaluation process such that a player and parent expectations are consistent from year to year as players move through the various levels of the Association's programs
- To form teams to maintain balanced and competitive play where the athletes can develop and participate equitably and have fun playing hockey during the season

DEFINITIONS:

HPMHA shall mean High Prairie Minor Hockey Association.

Board shall mean the Board of Directors of the High Prairie Minor Hockey Association.

Skater shall mean a player in the position of forward or defense.

Goalie shall mean a player in the position of goalie.

Player shall mean a person in the person of forward, defense, or goalie.

GENERAL RULES:

Initiation and Novice Divisions

- 1. Initiation and Novice Divisions will start after Atom through Midget evaluations are complete on a date determined by the board prior to each season.
- 2. Where there will be more than one team in Initiation and Novice Divisions, the coaching staff will evaluate the players and divide them into equally skilled teams.

Atom, PeeWee, Bantam and Midget Divisions

- 1. Where there will be more than one team in divisions Atom through Midget, players will be evaluated based on the HPMHA Player Evaluation and Team Selection Process.
- 2. Evaluations for the purpose of tiering are not necessary in divisions Atom through Midget where there is only one team.
- 3. Any movement requests must be made in writing to the HPMHA Executive prior to August 31st of the current playing season, by the parent or guardian of the said player.
- 4. A player who is unable to attend evaluations must submit the reason in writing to the appropriate Division Director. Excusable absences will be at the discretion of the HPMHA Board.
- 5. A player who is unable to attend evaluations due to an excusable reason shall be assigned to the lowest team and evaluated at that level by the Head Coach of each team in that division when he/she is able to participate. The Head Coaches will determine the appropriate team placement for the player.
- 6. Each player can request a summary of their evaluation from the Division Director. This will only be available within 48 hours of team selection.

PROCEDURE:

- 1. **Evaluations** For divisions Atom through Midget having more than one team
- 1.1 Any player choosing not to participate will be placed on the lowest category team.
- 1.2 Players will be evaluated by the Player Evaluation Committee and observed by the appointed Head Coach of the highest category team in each division.
- 1.3 As players arrive for each evaluation session the Division Director will take attendance and assign a pinny.
- 1.4 On ice instructors will run drills as set out in the Player Evaluation and Team Selection Process.
- 1.5 Evaluators will score players as set out in the Player Evaluation and Team Selection Process.
- 1.6 At the end of each evaluation session Evaluators will hand in evaluation sheets to the Division Director.
- 1.7 The Division Directors will tally the evaluation sheets and verify any discrepancies with the Evaluators.
- 1.8 Once all evaluations are completed the Division Director and the Evaluation Administrator or his/her alternate will total the score for each player.
- 1.9 Total ice sessions may vary dependent on ice availability.
- 1.10 The Division Director and the Evaluation Administrator or his/her alternate will list the players in order from top score to bottom score.
- 1.11 The Division Director will meet with the Evaluators and the Head Coach from the highest category team.
- 1.12 The total number of skaters predetermined for the highest category team will be selected on the following scales allowing the Head Coach of the highest category team the ability to select some players based on his coaching style and philosophy:

<u>Atom Skaters</u>							
Total Skaters	Number placed	Number					
(forward/defense)	by evaluation	selected by					
	score	Head Coach					
17	Top 12	5 from next 10					
16	Top 11	5 from next 10					
15	Top 10	5 from next 10					
14	Top 10	4 from next 8					
13	Top 9	4 from next 8					
12	Top 8	4 from next 8					
11	Top 8	3 from next 6					
10	Top 7	3 from next 6					
9	Top 7	2 from next 4					
8	Тор б	2 from next 4					

Breakdown for Team Selection of the highest category team

Breakdown for Team Selection of the highest category team <u>PeeWee, Bantam, Midget Skaters</u>

Total Skaters (forward/defense)	*Number placed by evaluation score	Number selected by Head Coach		
	Forward / Defence/Either			
17	Top 6 / Top 4 / plus top 2	5 from next 10		
16	Top 6 / Top 4 / plus top 1	5 from next 10		
15	Top 6 / Top 4	5 from next 10		
14	Top 6 / Top 4	4 from next 8		
13	Top 5 / Top 4	4 from next 8		
12	Top 5 / Top 3	4 from next 8		
11	Top 5 / Top 3	3 from next 6		
10	Top 5 / Top 2	3 from next 6		

1.13 Once teams have been finalized, team lists will be posted at the arena and on the HPMHA website. Do not call arena staff as it is not their responsibility to give out this information.

2. Grievance

2.1 If you feel that the placement of your child was not made according to the rules or process you must submit your concerns in writing within 3 days of team posting to the Conduct Management Director.

KEY POSITIONS and RESPONSIBILITIES

Evaluation Administrator

The Evaluation Administrator will be the President, who will facilitate the Player Evaluation and Team Selection Process.

Responsibilities:

- Conduct a meeting with Evaluators and On-Ice Instructors prior to evaluations to review and explain the Player Evaluation and Team Selection Process ensuring that each is clear on their responsibilities
- Provide consistency, guidance and advice through out the Player Evaluation and Team Selection Process.
- Assist the Division Directors with recruitment of Skater Evaluators.
- Ensure that the Player Evaluation and Team Selection Process is being followed by all involved
- Do not share your comments or opinions with any players, parents, or other interested observers

On-Ice Instructors

• Recruited by the Coach/Manager Director

Responsibilities:

- Keep up the pace and flow of the drills to finish within the allotted period.
- Check that all players have the proper protective equipment
- Do not share any of your personal insight with parents, players or other observers that may appear to bias or alter the process

Player Evaluators

- Recruited by the Division Directors
- Will not have children registered in the division(s) they are evaluating
- Must adhere to the evaluator guidelines

Evaluator Guidelines

As much as possible there should be a consistency of evaluators for a given division. This continuity ensures that the players are being observed by a group of evaluators who have a benchmark for performance and knowledge of the overall ability of the group that they are observing.

- Stay separate from the other evaluators and the spectators during the entire on-ice process
- Do not share your comments or opinions with any players/parents or other interested observers
- Refer questions, comments or complaints that you may receive to the Division Director without offering comment on the question or complaint

Evaluation Forms

- 1. All forms use a 1-5 scale (1=poor, 2 = below average, 3 = average, 4 = above average, 5 = outstanding). Half numbers are allowed.
- 2. The 1-5 scale should be used fully within each session. Evaluators must be trained that within each session the top player in that session is a 5 and the bottom player is a 1 for any particular skill or tactic.

Division Directors

Division Directors are elected at the Annual General Meeting. They are the main contact for each division through out the year.

Responsibilities:

- Recruit the adequate number of Evaluators required for the evaluation sessions
- Ensure that an 'Evaluation Information' form is obtained from each player
- Form evaluation teams for the evaluation scrimmages based on the 'Player Information' form
- Ensure that attendance is taken for each evaluation session
- Ensure that each player has a piney with the correct number corresponding to their tryout number on the evaluators' forms
- Coordinate dressing room supervision
- Ensure that evaluators are given their evaluation form at the start of each evaluation session

- Collect evaluations forms at the end of each evaluation session
- Have all required information ready for meeting with the Evaluation Committees and the Head Coach of the highest category team
- Meet with the Evaluation Committees and the Head Coach of the highest category team for discussion and final selection of teams
- Do not share your comments or opinions with any players, parents, or other interested observers

Dressing Room Supervisors

• Division Directors will supervise rooms or appoint a responsible adult

Responsibilities:

- supervise players at all times while in dressing rooms
- be responsible for the dressing room key and ensure the dressing room is locked when not occupied by players
- ensure that no one other than the players are in the dressing room

Evaluation Information Form

Pinny Number

Colour

Name:

Current Division:

Do you want to be evaluated for the 'A' team?

Yes or No

If yes.....(for PeeWee, Bantam or Midget divisions)

What position do you want to be evaluated for?

Forward Defense Goaltender

Are you willing to play either forward or defense, if necessary?

Yes or No

What was the last team you played with and who was the Head Coach?_____

Player Selection Criteria

The following is a reference that will be provided to evaluators prior to the player selection process.

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 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 Power, accuracy, quick release, can shoot in motion, goal scorer, rebound control, variety of shots.

- 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?

Positional 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 show patience or do they tend to panic when pressured?
- Do they protect the mid lane and force opposing players inside out?
- Can the player angle another player off of the puck?
- 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, strength, taking checks.

- Can the player execute basic stick and body checks?
- Does the player check properly with their hands down or do they get their arms up to give a check?
- Can the player receive a check properly, not turning their back and staying close to the boards?
- Can the player check and opposing player and pin them on the boards?
- 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.

EVALUATION SESSION OUTLINE

PERCENTAGE BREAKDOWN

Division	Total Ice Sessions	Tech. Skills Sessions	Weight	Tact. Sessions	Weight	Scrimmage	Weight
Atom	4-5	2-3	50-60%	N/A	N/A	2	40-50%
PeeWee	4-5	2-3	50-60%	N/A	N/A	2	40-50%
Bantam	4-5	1	15%	1	25%	2-3	60%
Midget	4-5	1	10%	1	20%	2-3	70%