

2015/16 ATOM A, B & C EVALUATION & TEAM FORMATION PROCESS



HRI 2015/16 Atom A, B & C Evaluation & Team Formation
Process

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PURPOSE

To establish guidelines and procedures for player evaluations and placement within the Atom Division.

OVERVIEW

1. For Atom, the City will be a divided into one zone for A and two zones for B and C.
2. The number of players on each team in a given Tier will be determined by registration numbers.
3. For determining the number of Atom A and B teams, the following grid will be used as a guideline:

Total # of skaters registered for A	City Wide A	# of skaters registered in a zone for B	By Zone B
<330	8	<90	4
331 – 365	9	91 – 115	5
366 - 400	10	116 – 135	6
401 - 435	11	136 – 155	7

4. To complete a successful evaluation of the players the following personnel will be required:
 - Evaluator coordinator – To co-ordinate, record and summarize all the evaluation forms of the evaluators. This person would be an independent.
 - Evaluators – Included in this will be short-listed coaches and independents.
 - Registration personnel – Two people to handle handing out jerseys at initial ice session and take attendance at all sessions. Also they will need to be present for the final scrimmage portion of the evaluations.
 - Bench persons – For the scrimmage portions, parents are needed to handle the gates/benches of both teams.
5. All player notification prior to the ice session will be done by mail.
6. A meeting with Division Director, Director of Evaluations and the short listed coaches may be held prior to the first.

PLAYER ELIGIBILITY

1. Evaluations for Atom A, B and C are open to all Atom aged hockey players (male and female) that are, as per HRI regulations, registered with HRI and paid the appropriate evaluation fee.
2. Upon registration, a player will have the ability to register to tryout for Atom A, B or C. It is the understanding that registering for Atom A or B does not guarantee a placement on an Atom A or B team.
3. To be eligible for the Atom A or B team selection draft, all players must be registered for **and** attend the evaluations of that particular Tier.
4. Players must communicate their absence to the division director, prior to their assigned session. Failure to communicate their absence may make that player ineligible for the team selection draft.

5. Injured players may be asked to supply a medical report to the Division Director.
6. Once the Atom A or B evaluations have started, late registrations and transfers for Atom A or B will be accepted up to the final evaluation session of that particular Tier.

EVALUATION PROCESS

CRITERIA

During the course of the evaluations, the evaluators will be evaluating and grading the players on criteria that includes the following:

- Skating – Acceleration, speed, mobility, agility, balance, crossovers, pivots
- Puck control/passing – giving/receiving pass, presents a good target, heads up, good hands
- Shooting – Power, accuracy, can shoot in motion
- Compete level – can the player follow instruction, overall attitude towards the game, overall desire to compete
- Hockey sense – Ability to see the play developing both offensively and defensively, anticipation, disciplined
- Goalies will be evaluated on the following skills:
 - Balance – Good ready position
 - Mobility – Skating ability, reacts well to puck movement in zone
 - Quickness – Reacts well to shots, quick recovery
 - Concentration/Consistency – Alert, follows puck, able to make key saves

OVERVIEW

1. For all sessions, the players will be divided into equal groups based on numbers.
2. All players will be given a jersey that they will use for the evaluations. At the conclusion of the final scrimmage session of that Tier, the players will return the jersey to the registration person.
3. All evaluators will be given a list of players/numbers for the ice session. Each evaluator will give all players one overall grade between 1 and 6. At the conclusion of each ice session, the evaluators will hand in their completed forms to the evaluator coordinator.
4. The coaches will not evaluate their own child or any other coaches' child. Only the independent evaluators will evaluate the coaches' children.
5. The evaluator coordinator will record all the grades for all the players. Each player will receive one single score between 1 and 6 based on the **AVERAGE** of **ALL** the evaluators' grades for all the sessions of that Tier.

NOTE: Any parent interfering in the evaluation process may be subject to disciplinary action.

ATOM A

1. The evaluation process for Atom A will be a two stage process. The first stage will consist of the following:
 - One (1) skill session
 - One (1) controlled scrimmages
 - One (1) goalie skill session

Note: returning HRI Atom A players will participate in the skill session and scrimmage. After their scrimmage, they will automatically go to the second stage of Atom A evaluations.

2. After the first stage all players will be advised of their next Atom A or B evaluation dates within 48 hours via e-mail.

3. At the conclusion of the first stage, the players will be ranked from 1 to n based on their grade and for each zone, approximately the top 168 skaters and top 24 goalies plus injured, etc. will participate in the second stage, which will consist of the following:
 - Two (2) controlled scrimmages
4. At the conclusion of the Atom A evaluation process, the players will be ranked from 1 to n based on their grade in the second stage of evaluations only.
5. Once the team selection draft has occurred, players not placed on an Atom A team will be advised of the Atom B evaluation dates within 24 hours via e-mail.

ATOM B

1. The Atom B evaluations will be for all players not placed on an Atom A team and the players that chose to go directly to Atom B.
2. The evaluation process will consist of the following:
 - One (1) skill session
 - Two (2) controlled scrimmages
 - One (1) goalie skill session
3. At the conclusion of the Atom B evaluation process, the players will be ranked from 1 to n based on their grade.
4. Once the Atom B team selection draft has occurred, players not placed on an Atom B team will be advised as to the next evaluation date for Atom C within 24 hours e-mail.

ATOM C

1. The Atom C evaluations will be for all players not placed on an Atom B team and the players that chose to go directly to Atom C.
2. The evaluation process will consist of the following:
 - One (1) skill session
 - One (1) controlled scrimmage
3. At the conclusion of the scrimmages, the players will be ranked from 1 to n based on their grade.

TEAM SELECTION PROCESS

OVERVIEW

1. The Atom teams will be determined via a draft process.
2. Prior to the draft, the coaches will be given a list of eligible players, with a ranking of the players to be provided during the draft.
3. The Division Director and Director of Evaluations, or designate, must be present on the drafting day. The Division Director may elect to have the Commissionaire for the division and/or other members of the Board of Directors present whose child is not a player in this division.
4. The final appointed Head Coach shall be allowed to attend on the day of the draft. Subject to the approval of the Division Director and in consultation with the Director of Evaluations, the Head Coach may bring another person into the draft.
5. The drafting order will be randomly decided at the beginning of the draft. A reverse order format will be used.

Example (assumes 4 teams):

Goaltenders:	Round One: 1, 2, 3, 4.	Round Two: 4, 3, 2, 1.
Skaters:	Round Three: 4, 3, 2, 1.	Round Four: 3, 2, 1, 4.
	Round Five: 2, 1, 4, 3.	Round Six: 1, 4, 3, 2.

6. The coaches' child shall be selected in the round that they evaluate out at.

Example (assumes 4 teams):

Round One: Ranked 1 to 4	Round Two: Ranked 5 to 8
Round Three: Ranked 9 to 12	Round Four: Ranked 13 to 16
Round Five, etc	

7. A Head Coach will not draft the child of another Head Coach at the same drafting table.
8. Any discussion that takes place at the drafting table is done so in the strictest of confidence. Anyone that partakes in the drafting process shall not under any circumstances and in any manner communicate to any player including goalies or the parent of any player, any information related to the draft, final ranking, score and grouping of any player and/or goalie.
9. No telecommunication devices will be allowed into the draft.

ATOM A

1. Each player will be assigned a final ranking of 1 to 6 to the nearest decimal point that allows for a list of approximately the top 136 skaters and top 24 goalies (assumes 8 teams).
2. A coach will have the ability to draft any player in the top 136 skaters or 24 goalies. Note that any registered injured/absent player will be eligible to be selected at any time in the draft.
3. Skaters ranked 1-88 and goalies ranked 1-8 must be selected in the draft. This assumes 112 skaters and 16 goalies will be selected.

ATOM B

1. Each player will be assigned a final ranking of 1 to 6 to the nearest decimal point that allows for a list of approximately the top 68 skaters and top 12 goalies (assumes 4 teams).
2. Based on the final rankings, players will be grouped in flights of 'N', whereby n is the number of Atom B teams in a zone. A coach will be able to select a player from the current flight only. When there are 'N' players remaining in a group, then the next group of players will be introduced.

Example (Assume 4 teams):

Group A = 1 to 8

Group B = 9 to 12

Group C = 13 to 16

Group D = 17 to 20

Group E = etc

3. The draft will start with Group A. When 4 skaters remain in a group the next group of skaters will be introduced. This will occur from group to group every time 4 skaters are remaining. Note that any registered injured/absent players will be able to be selected after round 10 of the draft.
4. Skaters ranked 1-44 and goalies ranked 1-4 must be selected in the draft. This assumes 56 skaters and 8 goalies will be selected.

ATOM C

1. Each player will be assigned a final ranking of 1 to 6, to the nearest decimal point.
2. Based on the final rankings, players will be grouped in flights of 'N', whereby 'N' is the number of Atom C teams in a zone times two. A coach will be able to select a player from the current flight only. When there are n players remaining in a group, then the next group of players will be introduced.

Example (Assume 4 teams):

Group A = 1 to 8

Group B = 9 to 12

Group C = 13 to 16

Group D = 17 to 20

Group E = etc

3. The draft will start with Group A. When 4 skaters remain in a group the next group of skaters will be introduced. This will occur from group to group every time 4 skaters are remaining. Note that any registered injured/absent players will be selected after all the other players have been selected.