



AIRDRIE
RINGETTE ASSOCIATION

Player Evaluation Manual

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AIRDRIE RINGETTE ASSOCIATION

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REVISION SUMMARY

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1.0 Introduction

Airdrie Ringette Association (ARA) is a dedicated not for profit youth sport organization whose primary goal is to organize and administer the sport of youth ringette for its minor athlete members. This document will govern the annual athlete evaluations.

1.1 Evaluation Objective

The objective of this manual is to provide an adequate understanding of the evaluation process used by ARA for its members and athletes. In turn, the objective of the evaluation process is to place athletes on appropriate teams with similarly skilled peers. This will allow athletes to play at an appropriate ringette level, encourage their ongoing athletic/interpersonal skills, increase personal satisfaction, and increase their enjoyment. Furthermore, athlete team placement is to be done using fair and impartial methods to minimize favoritism, and conflicts of interest (actual or perceived).

1.2 Evaluation Scope

The scope of this document is limited to Airdrie Ringette registered athletes, and the evaluation process used to form teams.

In the event of any differences between this document and existing Airdrie Ringette policy(s) related to evaluations, this document will be given precedence over the other policy(s).

1.3 Evaluation Structure

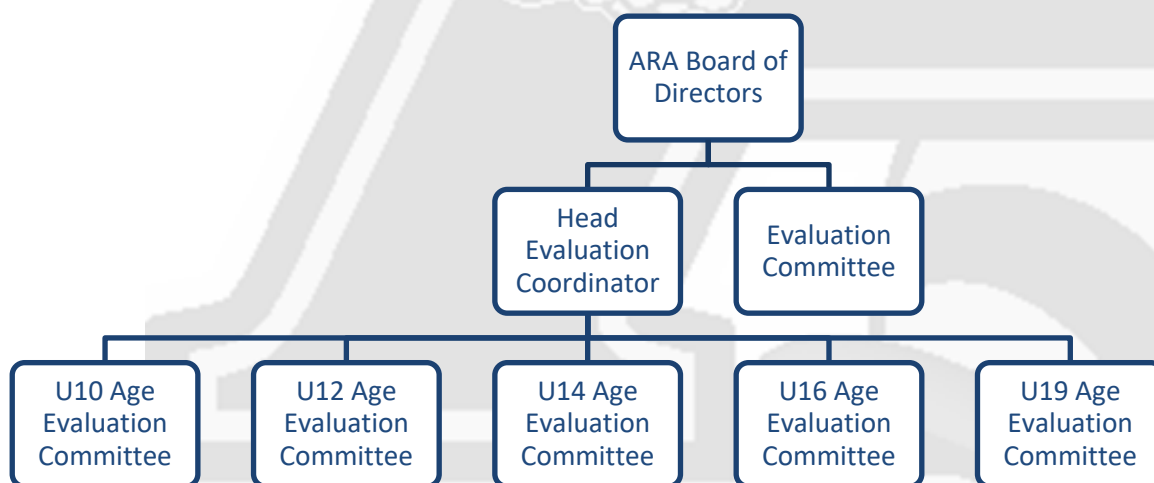


Figure 1 - Overall Evaluation Structure

As shown in Figure 1, there will be an evaluation committee for each age division. The purpose of this structure is to spread the work out among more Airdrie Ringette members, increase transparency, increase accountability, and reduce evaluation grievances or complaints.

The Head Evaluation Coordinator will oversee the committees and will be used to help and provide progress reports to the ARA Board during the evaluation process. This position is a volunteer position and will be selected by the Board based on volunteer interest.

The structure for each evaluation committee is outlined in Figure 2.

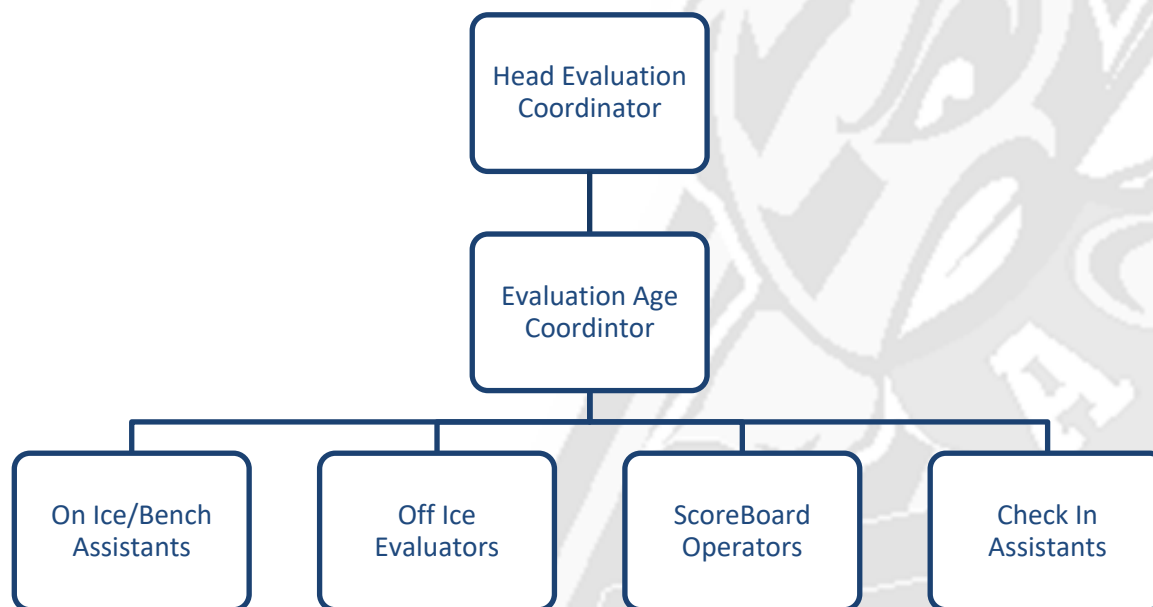


Figure 2 - Evaluation Committee Structure

1.4 Evaluation Committee Positions

This section describes the various evaluation committee positions, how they are populated, and their responsibilities. These positions will be filled by current or experienced former Airdrie Ringette members.

1.4.1 Head Evaluation Coordinator

The Head Evaluation Coordinator is appointed by the Airdrie Ringette Board based on volunteer interest. This person initiates the evaluation process and administers the process to its final completion. The Head Evaluation Coordinator will select the Evaluation Age Coordinator and working with them to fill the remaining positions needed for each age division.

1.4.2 ARA Evaluation Committee

The ARA Evaluation Committee will be a group of current Airdrie Ringette Board members and ARA members in good standing appointed by the Head Evaluation Coordinator. This group will assist the Head Evaluation Coordinator with organizing tasks, helping select volunteers for open positions, and the planning and execution of the evaluations.

1.4.3 Evaluation Age Coordinator / Parent Liaison

The Evaluation Age Coordinator is a volunteer position selected by the Head Evaluation Coordinator from a list of people who have expressed interest in volunteering for this position. They will work with the Head Coordinator to fill the positions below with volunteers and help organize and coordinate their tasks. This position will not have access to evaluation scoring or data and will not be present for team selection.

1.4.4 On Ice/Bench Assistants

On Ice/Bench Assistants are volunteers who help with the on ice and bench portion of the evaluation process. Six (6) On Ice Assistants are required for each skill session of the evaluation session. Four (4) Bench Assistants will be required for the game portions of the evaluation. The On Ice Assistant positions will mark out the circles for the skills, organize the athletes into groups and help with moving them from each skill station. The bench assistants will help organize the players and open and close the gates between shifts for the game sessions. There will be no coaching of the athletes during evaluations.

1.4.5 Off Ice Evaluators and/or 3rd Party Evaluators

All Off Ice Evaluators will be volunteers selected by the Head Evaluation Coordinator and the Age Evaluation Coordinator. Alternatively, they may be paid 3rd Party evaluators. The Off Ice Evaluators will report to the Age Evaluation Coordinator. Off Ice Evaluators will:

- Evaluate players from the evaluation sheets provided.
- Work with the Age Coordinator for each session.
- Participate in an evaluator meeting after the ice session is complete.

1.4.6 Scoreboard Operators

The Evaluation Age Coordinator will appoint Scoreboard Operators from interested volunteers. Tasks and duties include:

- Reports to the Evaluation Age Coordinator.
- Operate the scoreboard during the game portion of each evaluation session.
 - Program scoreboard for Game Sessions. Each Game Session will have:
 - 1 x 5 minute warm up.

- 2 x periods consisting of 24:30 (twenty four minutes and 30 seconds) counting down.
 - Manually activate horn to signal all line changes every 90 seconds.
 - After the first period, program the clock to 20 minutes and allow for the bench assistants to make any changes, if necessary, to positions and begin the second period.

1.4.7 Check In Assistants

The Check in Assistants will be assigned from interested volunteers. Tasks and duties include:

- Arrive 1 hour (or earlier if possible) prior to the start of the evaluation session.
- Hand out Numbered Jerseys (Blue and Yellow) to each player. These jerseys will be with the player for the duration of evaluations and returned at the end of evaluations.
- For the game sessions, inform the athlete of which jersey color they will be wearing (Blue or Yellow).
- Administer the check-in process and report absences/injuries to the Evaluation Coordinator.
- Double check jersey numbers and colored dots where applicable before athletes go on the ice.

2.0 Evaluation Process

This section describes the evaluation process being used by ARA. Exact evaluation dates will be posted to the ARA website www.airdrieringette.ca; parents/athletes are advised to monitor this site for updates.

2.1 Registration and Evaluations

During registration, you can indicate your athlete's preference for team placement consideration. You can indicate if your athlete does not wish to be placed on A, even if your athlete's skill level would place them on the A roster.

2.2 3rd Party Evaluations

In the event a 3rd party evaluator is hired to conduct evaluations, the 3rd party evaluator may choose to not follow the below described process, and may substitute their own skills, drills, and evaluation criteria for assessing each athlete. This info may be available through the 3rd party evaluator, or it will be provided by the ARA.

2.3 Ice Sessions

There are three (3) types of ice sessions during evaluations.

- UAA
- Skills
- Gameplay

All athletes must wear full Ringette gear (including ringette helmet cage) during all ARA ice times. **NO** exceptions.

Jerseys will be provided to each athlete with their unique number for evaluations.

2.3.1 UAA Ice Sessions (U10/U12/14)

This is a one (1) hour session known as the Universal Athlete Assessment.

- It is a mandatory Ringette Alberta initiative for all U10/U12/U14 athletes.
 - **U10 and U12** All registered athletes need to participate in players gear only, there will be no goalie equipment to be worn during the UAA session. If a player would like to designate as a “full time” goalie only, they may be given an exemption from participating under board review and approval/recommendation.
- All athletes will participate as skaters and athletes will be evaluated on 4 to 6 drills.
- The UAA data will be submitted to Ringette Alberta as **REQUIRED**. Data is collected across Alberta and is part of the statistical analysis done by Ringette Alberta to determine tiering levels for the upcoming season.
- This data will not be used to determine final athlete rankings.
- It is recommended that athletes arrive 45 minutes prior to the start of the UAA session. This will allow sufficient time for the athlete check-in process, getting dressed, and be ready 15 minutes prior to the start of the UAA session.
- On Ice Assistants will enter the dressing room 15 minutes prior to the start of the UAA session to explain the drills being performed and answer any questions athletes may have.
- Athletes will line up along the outside boards near one of the ice access gates 2 minutes prior to the start of the UAA session.
- Athletes may wear a jersey of their choice, there are no jersey restrictions for these ice sessions.
- <https://ringettealberta.com/universal-athlete-assessment/>

2.3.2 Evaluation Ice Sessions – Skills and Gameplay U10, U12, U14, U16, U19

There will be two (2) types of evaluation ice sessions, Skills and Gameplay.

Each athlete will skate in the Skill ice time and potentially three (3) or more gameplay ice times.

To determine what ice time each athlete will be a part of, you will receive an email, or there will be a posting on the website showing the ice session each athlete will attend.

- Prior to the first evaluation, athletes will be informed when they are scheduled for their skills session.
- It is **MANDATORY** for athletes to provide their own one (1) **black** or **ARA** pants. Zone 2 or outside association pants are not to be worn unless permission is given.
- Athletes are encouraged to arrive 45 minutes prior to start of each evaluation session.
 - Athletes must check in prior to reporting to dressing rooms and confirm the jersey color they will be wearing.
 - Prior to each Gameplay evaluation session athletes will be given a small colored sticker that shall be placed on the front of their helmet above the ringette face mask. **U10, U12 and U14 only.**
 - These stickers will be used to help rotate athletes between forward and defense positions during the game portion of each evaluation session.
 - At the beginning of each Gameplay session athletes will receive a new color dot sticker.
- Athletes must be dressed and ready to go on the ice **15** minutes prior to the start of the evaluation session. On Ice Assistants will enter the dressing room 15 minutes prior to the start of the evaluation session to explain the drills being performed and answer any questions athletes may have.
- Athletes will line up along the outside boards near one of the ice access gates 2 minutes prior to the start of each evaluation session.
- Athletes will evaluate as skaters or full time goalies.
- Evaluation **Skills sessions** will use the following format:
 - 1 hour of ice time with three skills areas. Forward Crossovers, Backwards Crossovers, Transitions, and a Combination Drill.
 - 5 minute full ice warm up led by on ice assistants. 2 ice assistants will lead the warm up, while the other 4 ice assistants paint the circles on the ice as described in Appendix B before commencing with skater drill #1.

- Evaluation **Gameplay sessions** will use the following format:
 - 5 minute full ice warm up led by on ice assistants.
 - **U16 and U19 Only**
 - Players will play their preferred positions declared during sign up.
 - 2 x 24:30 periods of 5 on 5 gameplay.
 - Gameplay format may change to 3 on 3 if requested by the evaluators.
 - **U10 Step 1 and 2** will use a 3 on 3 half ice format.
 - Bench assistants will run the two (2) benches during the game and do their best to shuffle the line combinations.
 - Standard ringette rules will apply, and a referee will be used to enforce the rules, including penalties.
 - 90 second buzzers will be used to signal line changes. Scoreboard operators are to refer to table for a list of times to manually activate the scoreboard horn.
 - The evaluation committee may at any point change the shift times from 90 seconds if deemed necessary, or drop the timer completely and changes on the fly may be used.

Shift	Activate Horn
1	Start Clock 24:30
2	23:00
3	21:30
4	20:00
5	18:30
6	16:00
7	15:30
8	14:00
9	12:30
10	11:00
11	9:30
12	8:00
13	6:30
14	5:00
15	4:30
16	3:00
17	1:30
18	0:00

- When the buzzer sounds, athletes must leave the ring where it is and go to the bench to get off the ice.
- The next line will **NOT** be allowed on the ice until all 5 athletes from the previous shift are on the bench. The game is to resume where the ring was left.

2.4 Skater Evaluation Scoring If 3rd Party Evaluators are NOT used

This section describes the evaluation scoring used during the evaluation process for skaters only. For goalie evaluations please consult **section 2.5**. All athletes participating in evaluations will be evaluated by Off Ice Evaluators.

- To ensure impartiality of the evaluation process parents/guardians will **NOT** disturb the off-ice evaluators. Any person identified as attempting to influence evaluators may face possible sanction by the ARA board (including possible removal of athlete(s) from the evaluation process).

All evaluation scoring shall be done using a 1 to 6 scoring scale, with 1 as the worst and 6 being the absolute best. The scoring system is defined as:

1. Poor – Lowest skill. Limited experience, inability to perform the skills/tasks.
2. Below Average – Low skill. Some ability some of the time.
3. Average – Average skill. Inconsistent performance; technique developing and fundamentals are not always utilized.
4. Above Average – Good skills, above expectations for the division, some of the time, further refinement required.
5. Strong – Strong skill. Skills often above expectations for the division. Consistent performance: has well developed skills and uses good technique.
6. Outstanding/Dominate – Strongest skill. Skills always above expectations for the division. Highly developed skills and uses proper technique always.

There are two (2) types of evaluation scoring, Skill evaluation scoring, and gameplay evaluation scoring.

2.4.1 Skater - Skill Evaluation Scoring

This scoring will be done by the Off Ice Evaluators during the skill ice session.

Athletes will not be scored on the drills but rather upon on various skills performed during the drills. For drill 1 an athlete will be scored on **Forward Crossovers, Backwards Crossovers, and Transitions**. For drill 2 an athlete will be scored on Forward Skating, Backwards Skating, Receiving/Pick up, and Shooting. Evaluation criteria for each skill is outlined below.

Drill 1:

- Forward Crossovers – fluid and not choppy. Crossovers can be performed going both clockwise and counterclockwise directions. Athlete maintains speed and a balanced skating position.
- Backward Crossovers – fluid and not choppy. Crossovers can be performed going both clockwise and counterclockwise directions. Athlete maintains speed and a balanced skating position.
- Transitions - Athlete performs smooth transitions from forward to backwards and vice versa. Transitions are performed with good balance, with minimal 'scraping' of ice and no loss of speed.

Drill 2:

- Forward Skating – Does the athlete forward skate confidently with speed, using a forward leaning motion, with legs fully extended and arms pumping.
- Backward Skating – Does the athlete backward skate confidently with speed while using a sit position and head up.
- Ring pick up and Shooting – Does the athlete stab and control the pass from on ice assistant. Shoots while in motion, and has adequate strength, and how well can they pick net corners.

Each athlete will may perform each drill up to three (3) times. The ARA drills form shall be used to evaluate athletes during the skill portion of the evaluation session.

2.4.2 Skater - Game Evaluation Scoring

This scoring will be done by the Off Ice Evaluators during the gameplay session.

Athletes will be assessed for the following skills during the game:

- Offensive game sense – Offensive shooting or passing, getting open for passes, keeping up with the pace of the game, participation in the play.
- Defensive game sense – Assess defensive triangle ability, ability to block passes/shots, keeping up with the pace of the game, support goalie ring break out, reaction under pressure.
- Effort and competitiveness – Hustle and works hard, assess ability to fore check and back check, checking effort, does the player want the ring or prefer to let others have it.
- Passing and receiving – Assess proper form and stick grip, does the player point while passing/receiving, pass accuracy, ability to stab ring.
- Ring handling (checking, shooting) – ring handling, using body to protect ring, ability to maintain ring while under pressure, shooting power and accuracy.
- Shooting and ring pick up during play.

All athletes will play both forward and defense positions. This will be managed using the colored stickers outlined in **section 2.3.2**. Athletes will be rotated between defense and forward positions.

Each athlete will have the opportunity to play several shifts and be evaluated. The ARA game form shall be used to evaluate athletes during the gameplay portion of the evaluation. A maximum score of 30 and minimum score of 5 is possible. Consult the assessment rubric in **Appendix A**, for full assessment details using the 1 to 6 grading scale of each game skill.

2.5 Goalie Evaluations

The following section describes evaluations used for athletes declaring to be full time goalies. Athletes intending to be part time goalies will evaluate as skaters and subject to evaluation scoring as described in **section 2.4** above. Similar to skaters, full time goalies will be evaluated for both skills and gameplay. The same 1 to 6 grading scale will also be used. Independent evaluators will be used to evaluate goalies.

2.5.1 Goalie Drills

Goalies will be split into two (2) groups with each group using the ice at the blue lines. This will keep goalies away from skaters performing skater drill #1 to ensure safety and non-interference. Goalie evaluators and any assistants will be on the ice while goalies perform the drills. Each goalie will be evaluated using six (6) different drills, including:

- Forward skating – From sideboard (dressing room side) to sideboard (bench side).
- Backward skating – From sideboard (bench side) to sideboard (dressing room side).
- Forward C Cuts – From sideboard (dressing room side) to sideboard (bench side).
- Backward C Cuts – From sideboard (bench side) to sideboard (dressing room side).
- Side to Side T Glide – From sideboard (dressing room side) to sideboard (bench side).
- Side to Side shuffle – From sideboard (bench side) to sideboard (dressing room side).

Every goalie will perform each drill **ONE** (1) time or more as requested by the evaluators. Total score will be out of 36 with a maximum of 36 and minimum of 6. Refer to Appendix 4.0 for further Goalie Drill detail.

2.5.2 Goalie Game Evaluation

Goalies will participate during the evaluation sessions. Goalies are encouraged to arrive 45 minutes prior to the start of each evaluation session. Goalies to be dressed and ready 15 minutes prior to the start of each evaluation session. Goalies will play net during the gameplay evaluation sessions with the goalies switching ends at half time. Each goalie will be evaluated for eight (8) different game skills, including:

- Stance/Balance – Holds ready position for movement, stick on the ice, recovers position after stopping shots.
- Mobility – Moves with in control with speed, uses effective lateral movement to ready themselves for shots.
- Quickness/Recovery – Reacts well to quick shots, recovers quickly for next shot, and does not get out of position by overreacting.
- Positioning/Angles – Positions self properly prior to shot, challenges shooter appropriately, cuts off angles effectively.
- Shot Saving Ability – Reacts to high or low shots appropriately, uses butterfly position effectively, rebound control, uses stick to stop and deflect shots.
- Ring distribution – Distributes the ring timely and accurately, reads the play, places the ring in playable positions for teammates.
- Concentration – Alert at all times, follows ring at all times, maintains concentration.
- Desire – Strong work ethic, never gives up on making a save.

Total score will be out of 48 with a maximum of 48 and minimum of 8.

2.6 Sick or Injured Athletes

Sick or injured athletes unable to attend all or part of the evaluation sessions shall submit a doctor's note to the evaluation committee to remain in consideration for final team selection. In determining final rankings for sick/injured athletes, the following data sources shall be considered, but not be limited to:

- Evaluation scores received for session(s) they were able to attend and complete before sickness/injury.
- Input obtained from an athlete's past coach(s).
- Current and/or previous year(s) UAA data collected by ARA.
- Previous year(s) evaluation scores for the athlete if any exists.

2.7 Underage Athletes

Request to underage an athlete must be submitted in writing/email to the evaluation committee two (2) weeks prior to the start of the Airdrie Ringette evaluation process. Under aging athletes will only be considered under exceptional circumstances.

- All underage athletes must attend all evaluation sessions for their preferred evaluation.
- Final placement of the underage athlete with the team will be determined at the sole discretion of the evaluation committee. Placement factors to be considered will

include, but not be limited to, age, size, maturity, evaluation rankings, impact to team formations in previous season(s).

- Letters of recommendations from previous coaches or other credible ringette authorities may be submitted to the evaluation committee and will be considered during athlete placement deliberations.
- If not accepted for placement the underage athlete will remain at their age appropriate level and are expected to participate in evaluations for that age group. All decisions are final and may not be appealed.

2.8 Overage Athletes

Request to overage an athlete must be submitted in writing/email to the evaluation committee two (2) weeks prior to the start of the Airdrie Ringette evaluation process. Over aging athletes shall only be considered under exceptional circumstances.

- All overage athletes must attend all evaluation sessions for their preferred evaluation.
- Final placement of the overage athlete with the team will be determined at the sole discretion of the evaluation committee (with head coach input). Placement factors to be considered will include, but not be limited to, age, size, maturity, evaluation rankings, impact to team formations.
- Letters of recommendations from previous coaches or other credible ringette authorities may be submitted to the evaluation committee and will be considered during athlete placement deliberations.
- If not accepted for placement the overage athlete will remain at their age appropriate level and are expected to participate in evaluations for that age group. All decisions are final and may not be appealed.

2.9 Import Athletes

Import athletes are those defined as living within or outside of the ARA geographic boundaries as defined by Ringette Alberta **BUT** who played with a different (not ARA) ringette association the previous season.

- Import athletes may participate in any ARA evaluations given:
 - Import athletes must provide written notice only if they will require a release as per **Ringette Alberta Release Requirements found in the Residency Policy of Ringette Alberta.**
 - <https://ringettealberta.com/wp-content/uploads/2021/08/3.0-Residency-Policy-August-2021.pdf>

“3.4.7 Releases and Player Evaluations 3.4.7.1

Releases are not required to attend an evaluation.

3.4.7.2 Associations conducting evaluations may not request, in any manner, a release from the player's Association prior to the evaluation.

3.4.7.3 Before commencing any evaluation of a player who will require a release, the player, or parent /guardian of the player, must provide written notice in accordance with 3.4.8 Release Requirements - Proof of Communication below, to both the player's current association and the association conducting the evaluation. The notice must be sent to both association presidents and secretaries and include:

- The full name, mailing address, and street address of the player being evaluated.
 - The division and level for which she is being evaluated.
 - If known, the date the final decision on the player will be made.
 - NOTE: A player who has taken part in evaluations for a higher-level team in another association and has failed to make that team must return to the home association. The player may subsequently apply for another release to a different team or association in accordance with 3.4.5 Release Requirements – Processing a Release, above.”
- There is a \$75 charge for import athletes to try out, that will be waived if the player is selected for the team that they are trying out for.
 - If an import player is trying out for an 'A' team and they are not selected, they return to their home association. If they would like to stay, they must start at the beginning of the process and declare their intention to try out for the next level (B or C).

3.0 Team Formation

This section describes the process used to form teams after evaluation sessions are completed for each tier. Refer to the Evaluation flow chart in **Appendix D** for an overall evaluation summary. With 3rd Party Evaluators being used, the team formation structure may be subject to change based on recommendations from the 3rd Party Evaluator.

3.1.1 Team Roster Size

Team roster size could be between 11 to 15 athletes, including goalie(s).

RAB policy 2.5.7.1 Youth

- The minimum number of regular players required to register a team is seven.
- There is no maximum number of regular players that may be registered on a team's roster; however, each team may only dress a maximum of 18 players for any game.

3.1.2 'A' Team Formation U16, U19

The evaluation committee will meet when the final gameplay evaluation session is complete to tabulate evaluation scores of each athlete and determine final athlete rankings from first to last.

- The final evaluation score of each athlete will be comprised of scores the athlete received during the evaluation process.
 - **U16** - Skills evaluated during the drill portion of evaluations by Off Ice Evaluators Worth 25% of an athlete's final score.
 - **U16** - Skills evaluated during the gameplay sessions of evaluations by Off Ice Evaluators – Gameplay is worth 75% of an athlete's final score.
 - **U19** - Gameplay will be 100% of the evaluation score as there will not be a skills portion for this level.
- Using the completed evaluation data at their disposal, the Evaluation Committee will determine the viability of having an 'A' team.
- The head coaches will be appointed by the Coaching Director and announced only after the skills evaluation session. Assistant coaches will **NOT** be determined until after the teams have been formed.
- The evaluation committee will determine the pool of eligible athletes for team placement. The pool of eligible athletes for team placement shall be comprised of:

- Top ranked athletes at their declared position, will be locked on the roster at a ratio as determined by the chart below. This ratio will be dependent on roster sizes as determined by the Evaluation Committee.

Roster Size Excluding Goalie	Locked Defence	Locked Forward	Locked Total	Percentage	Coach Pick
9	3	4	7	77.7%	2
10	3	4	7	70.0%	3
11	3	5	8	72.7%	3
12	3	6	9	75.0%	3
13	3	7	10	76.9%	3
14	3	7	10	71.4%	4
15	4	7	11	73.3%	4
16	4	8	12	75.0%	4
17	4	9	13	76.5%	4
18	4	9	13	72.2%	5

- The evaluation committee will meet with the 'A' head coach to determine 'A' team placement, using the pool of eligible athletes for 'A' team placement.
 - The athletes designated as automatically selected will be placed on the team.
 - The remaining positions available will be chosen by the head coach. The head coach must pick from the athletes designated as head coach picks. The head coach picks will be subject to approval by the evaluation committee.
 - Draft data as described in section 4.3 will be provided to the head coach to help make these picks, and head coaches may also use any evaluation notes they collected during the evaluation sessions.
 - The head coach can pick athletes who are not in the 'A' pool of eligible athletes. This will be subject to approval by the evaluation committee and will only be considered under exceptional circumstances, such as athlete injury or missed session(s) affecting final athlete rankings.
- Final team selection shall be submitted by the evaluation committee to the ARA board for review purposes. Athlete selections will **not** be overturned unless mistakes have been clearly identified and documented.
- Once the 'A' team roster is finalized the team roster will be announced on the ARA website.
 - Head coach(s) are prohibited from contacting team athletes until after the team roster has been posted.
- Team roster made by the evaluation committee and head coach shall be considered final with no appeal.
- Athletes not selected for the 'A' team will then become candidates for the 'B' team formation. They are **NOT** guaranteed automatic placement on the 'B' team.

3.1.3 'B' Team Formation U16, U19

Athletes trying out for 'B' teams will be:

- Athletes who declared their initial intent to play 'B' during the registration process.
- Athletes from the 'A' pool of evaluations but were not selected for the 'A' team.
- The evaluation committee will tabulate evaluation scores of each remaining athlete and determine final athlete rankings from first to last.
- The final evaluation score of each athlete will be comprised of scores the athlete received during the evaluation process.
 - **U16** - Skills evaluated during the drill portion of evaluations by Off Ice Evaluators Worth 25% of an athlete's final score.
 - **U16** - Skills evaluated during the gameplay sessions of evaluations by Off Ice Evaluators – Gameplay is worth 75% of an athlete's final score.
 - **U19** - Gameplay will be 100% of the evaluation score as there will not be a skills portion for this level.
- Using the complete evaluation data at their disposal, the evaluation committee shall set the number of 'B' teams being offered by ARA and shall designate each team size. More than two (2) teams may be possible.
 - In the event of one (1) 'B' team:
- The head coach will be appointed by the Coaching Director and announced only after the skills evaluation session. Assistant coaches will **NOT** be determined until after the teams have been formed.
- The evaluation committee will determine the pool of eligible athletes for team placement. The pool of eligible athletes for team placement shall be comprised of:
 - Top ranked athletes at their declared position, will be locked on the roster at a ratio as determined by the chart below. This ratio will be dependent on roster sizes as determined by the Evaluation Committee.

Roster Size Excluding Goalie	Locked Defence	Locked Forward	Locked Total	Percentage	Coach Pick
9	3	4	7	77.7%	2
10	3	4	7	70.0%	3
11	3	5	8	72.7%	3
12	3	6	9	75.0%	3
13	3	7	10	76.9%	3
14	3	7	10	71.4%	4
15	4	7	11	73.3%	4
16	4	8	12	75.0%	4
17	4	9	13	76.5%	4
18	4	9	13	72.2%	5

- The evaluation committee will meet with the 'B' head coach to determine 'B' team placement, using the pool of eligible athletes for 'B' team placement.
 - The athletes designated as automatically selected will be placed on the team.
 - The remaining positions available will be chosen by the head coach. The head coach must pick from the athletes designated as head coach picks. The head coach picks will be subject to approval by the evaluation committee.
 - Draft data as described in section 4.3 will be provided to the head coach to help make these picks, and head coaches may also use any evaluation notes they collected during the evaluation sessions.
 - The head coach can pick athletes who are not in the 'B' pool of eligible athletes. This will be subject to approval by the evaluation committee and will only be considered under exceptional circumstances, such as athlete injury or missed session(s) affecting final athlete rankings.
 - In the event of two (2) 'B' teams:
 - The evaluation committee will prepare the necessary draft data for the pool of 'B' eligible athletes and the draft procedure described in section 4.0 shall be used to form the 'B' teams.
 - Parental/guardian team placement requests for their players must be submitted in writing or via email to the evaluation committee before the end of the last evaluation session. Such requests are **not** guaranteed and will be subject to review by the Evaluation Committee and only those deemed "Extreme Circumstances" **will** be granted. These requests will be reviewed to determine the impact they may have on fair and balanced teams.
- Final team selection shall be submitted by the evaluation committee to the ARA board for review purposes. Athlete selections will **not** be overturned unless mistakes have been clearly identified and documented.

- Once the 'B' team(s) roster is finalized the team roster will be announced on the ARA website.
 - Head coach(s) are prohibited from contacting team athletes until after the team roster has been posted.
- Team roster made by the evaluation committee and head coach shall be considered final with no appeal.
- Athletes not selected for the 'B' team will then become candidates for the 'C' team formation.

3.1.4 'A' Team Formation U10 Step 3, U12, U14

The evaluation committee will meet when the final gameplay evaluation session is complete to tabulate evaluation scores of each athlete and determine final athlete rankings from first to last.

- The final evaluation score of each athlete will be comprised of scores the athlete received during the evaluation process.
 - Skills evaluated during the drill portion of evaluations by Off Ice Evaluators – Worth 25% of an athlete's final score.
 - Skills evaluated during the gameplay sessions of evaluations by Off Ice Evaluators – Gameplay is worth 75% of an athlete's final score.
- Using the completed evaluation data at their disposal, the Evaluation Committee will determine the viability of having an 'A' team.
- The head coaches will be appointed by the Coaching Director and announced only after the skills evaluation session. Assistant coaches will **NOT** be determined until after the teams have been formed.
- The evaluation committee will determine the pool of eligible athletes for team placement. The pool of eligible athletes for team placement shall be comprised of:
 - The top ranked athletes, such that their number shall be equal to 75% of the designated team size. These athletes shall be designated as automatically selected for 'A' team placement.
 - Using data analysis, the evaluation committee shall identify bubble athletes and they will be designated as head coach picks. These athletes will be used to populate the last 25% of the team.

For example, given 25 athletes are involved in 'A' evaluations, with one (1) team of 12 skaters being created. The top 9 athletes will be designated as automatically selected. The head coach will pick the last 3 athletes from a list of athletes designated as head coach picks identified by the evaluation committee.

- The evaluation committee will meet with the 'A' head coach to determine 'A' team placement, using the pool of eligible athletes for 'A' team placement.
 - The athletes designated as automatically selected will be placed on the team and make up 75% of the team size.
 - The remaining 25% of the team shall be chosen by the head coach. The head coach must pick from the athletes designated as head coach picks. The head coach picks will be subject to approval by the evaluation committee.
 - Draft data as described in section 4.3 will be provided to the head coach to help make these picks, and head coaches may also use any evaluation notes they collected during the evaluation sessions.
 - The head coach can pick athletes who are not in the 'A' pool of eligible athletes. This will be subject to approval by the evaluation committee and will only be considered under exceptional circumstances, such as athlete injury or missed session(s) affecting final athlete rankings.
- Final team selection shall be submitted by the evaluation committee to the ARA board for review purposes. Athlete selections will **not** be overturned unless mistakes have been clearly identified and documented.
- Once the 'A' team roster is finalized the team roster will be announced on the ARA website.
 - Head coach(s) are prohibited from contacting team athletes until after the team roster has been posted.
- Team roster made by the evaluation committee and head coach shall be considered final with no appeal.
- Athletes not selected for the 'A' team will then become candidates for the 'B' team formation. They are **NOT** guaranteed automatic placement on the 'B' team.

3.1.5 'B' Team Formation U12, U14

Athletes trying out for 'B' teams will be:

- Athletes who declared their initial intent to play 'B' during the registration process.
- Athletes from the 'A' pool of evaluations but were not selected for the 'A' team.
- The evaluation committee will tabulate evaluation scores of each remaining athlete and determine final athlete rankings from first to last.
- The final evaluation score of each athlete will be comprised of scores the athlete received during the evaluation process.
 - Skills evaluated during the drill portion of evaluations by Off Ice Evaluators – Worth 25% of an athlete's final score.

- Skills evaluated during the gameplay sessions of evaluations by Off Ice Evaluators – Gameplay is worth 75% of an athlete's final score.
- Using the complete evaluation data at their disposal, the evaluation committee shall set the number of 'B' teams being offered by ARA and shall designate each team size. More than two (2) teams may be possible. Team roster size could be between 11 to 15 athletes, including goalie(s).
- The head coach will be appointed by the Coaching Director and announced only after the skills evaluation session. Assistant coaches will **NOT** be determined until after the teams have been formed.
- The evaluation committee will determine the pool of eligible athletes for 'B' team placement.
 - In the event of one (1) 'B' team the pool of eligible athletes for team placement shall be compromised of:
 - The top ranked athletes, such that their number shall be equal to 75% of the designated team size. These athletes shall be designated as automatically selected for 'B' team placement.
 - Using data analysis, the evaluation committee shall identify bubble athletes and they will be designated as head coach picks. These athletes will be used to populate the last 25% of the team.

For example, given 25 athletes are involved in 'B' evaluations, with one (1) team of 12 athletes being created. The top 9 athletes will be designated as automatically selected. The head coach will pick the last 3 athletes from a list of athletes designated as head coach picks identified by the evaluation committee.

- In the event of two (2) 'B' team the pool of eligible athletes for team placement shall be compromised of the top ranked athletes whose number shall be equal to the combined team sizes.

For example, given 42 athletes are involved in 'B' evaluations, with two (2) teams of 12 skaters being created. The top 24 athletes will be placed in the 'B' pool; each athlete in the pool will be placed on a 'B' team.

- The evaluation committee shall meet with the 'B' head coach(s) to determine 'B' team placement, using the pool of eligible athletes for 'B' team placement.
 - In the event of one (1) 'B' team:
 - The athletes designated as automatically selected will be placed on the team and make up 75% of the team size.
 - The remaining 25% of the team shall be chosen by the head coach. The head coach shall pick from the athletes designated as head coach picks. The head coach picks will be subject to approval by the evaluation committee.

- Draft data as described in section 4.3 will be provided to the head coach to help make these picks, and head coaches may also use any evaluation notes they collected during the evaluation sessions.
- The head coach can pick athletes who are not in the 'B' pool of eligible athletes. This will be subject to approval by the evaluation committee and will only be considered under exceptional circumstances, such as athlete injury or missed session affecting final athlete rankings.
- In the event of two (2) 'B' teams:
 - The evaluation committee will prepare the necessary draft data for the pool of 'B' eligible athletes and the draft procedure described in section 3.0 shall be used to form the 'B' teams.
 - Parental/guardian team placement requests for their players must be submitted in writing or via email to the evaluation committee before the end of the last evaluation session. Such requests are **not** guaranteed and will be subject to review by the Evaluation Committee and only those deemed "Extreme Circumstances" **will** be granted. These requests will be reviewed to determine the impact they may have on fair and balanced teams.
- Final team(s) selection shall be submitted by the evaluation committee to the ARA board for review purposes. Athlete selections will **not** be overturned unless mistakes have been clearly identified and documented.
- Once team roster(s) are finalized the 'B' roster(s) will be announced on the Airdrie Ringette site.
 - Head coach(s) are prohibited from contacting team athletes until after the team roster has been posted.
- Team roster made by the evaluation committee and head coach(s) shall be considered final with no appeal.
- Athletes not selected for the 'B' team will then become candidates for the 'C' team formation.

3.1.6 'C' Team Formation U12, U14

Athletes trying out for 'C' teams will be:

- Athletes who declared their initial intent to play 'C' during the registration process.
- Athletes from the 'B' pool of evaluations but were not selected for the 'B' team.
- The evaluation committee shall meet when the final 'C' evaluation session is complete to tabulate evaluation scores of each athlete and determine final athlete rankings from first to last.

- The final evaluation score of each athlete will be compromised of scores the athlete received during the evaluation process.
 - Skills evaluated during the drill portion of evaluations by Off Ice Evaluators – Worth 25% of an athlete's final score.
 - Skills evaluated during the gameplay sessions of evaluations by Off Ice Evaluators – Gameplay is worth 75% of an athlete's final score.
- Using the complete evaluation data at their disposal, the evaluation committee shall set the number of 'C' teams being offered by ARA and shall designate each team size. More than two (2) teams may be possible. Team roster size could be between 11 to 15 athletes, including goalie(s).
- The head coach will be appointed by the Coaching Director for each 'C' team after the last evaluation session. Assistant coaches will **NOT** be determined until after the C team(s) have been formed.
- In the event of one (1) 'C' team being formed, all remaining athletes will be placed on the team.
- In the event of multiple 'C' teams being formed, the evaluation committee will prepare the necessary draft data for all athletes participating in 'C' evaluations and the draft procedure described in section 3.0 shall be used to form the 'C' teams.
 - Parental/guardian team placement requests for their players shall be submitted in writing or via email to the evaluation committee before the end of the last evaluation session. Such requests are **not** guaranteed and will be subject to review by the evaluation committee and only those deemed "Extreme Circumstances" **will** be granted. These requests will be reviewed to determine the impact they may have on fair and balanced teams.
- Final team(s) selection will be submitted by the evaluation committee to the ARA board for review purposes. Athlete selections will **not** be overturned unless mistakes have been clearly identified and documented.
- Once team roster(s) are finalized the 'C' roster(s) will be announced on the Airdrie Ringette site.
 - Head coaches are prohibited from contacting team athletes until after the team roster has been posted.
- Team roster made by the evaluation committee and head coach shall be considered final with no appeal.

3.1.7 U10 Step 1 and Step 2 Team Formation

The U10 Step 1 and Step 2 pool shall consist of athletes who:

- Are assigned to the U10 Step 1 or Step 2 pool by the Evaluation Committee.
- Athletes who were originally assigned to the U10 Step 3 pool but were not chosen for U10 Step 3 team(s) placement.
- The head coach will be appointed by the Coaching Director for each 'Step 1 and 2' team after the last evaluation session. Assistant coaches will **NOT** be determined until after the Step 1 and 2 team(s) have been formed.
- In the event of one (1) U10 Step 1 or 2 team being formed, all U10 Step 1 or 2 pool athletes will be automatically placed on the team.
 - The evaluation committee will determine which athletes are in the Step 1 or 2 pools.
- In the event of multiple U10 Step 1 or 2 teams being formed, the U10 evaluation committee shall prepare the necessary draft data for the U10 Step 1 or 2 pool of athletes, and the draft procedure will be used to form the U10 Step 1 or 2 teams.
 - Parental/guardian team placement requests for their players shall be submitted in writing or via email to the U10 evaluation committee before the end of the last evaluation session. Such requests are **not** guaranteed and will be subject to review by the U10 Evaluation Committee. These requests will be reviewed to determine the impact they may have on fair and balanced teams.
- Final team(s) selection shall be submitted by the U10 Evaluation Committee to the ARA board for review purposes. Athlete selections will **not** be overturned unless mistakes have been clearly identified and documented.
- Once team roster(s) are finalized the U10 Step 1 and/or 2 roster(s) will be announced on the Airdrie Ringette site.
 - Head coaches are prohibited from contacting team athletes until after the team roster has been posted.
- Team roster made by the U10 Evaluation Committee and head coach shall be considered final with no appeal.

3.1.8 Goalie Team Placement

The previous sections described assignment of skaters to teams at the various tier levels but did not discuss goalie placement. This section will describe the process used to place goalies on teams at the various tiers.

3.1.8.1 'A' Goalie Placement

- The final evaluation score of each goalie will be comprised of scores the athlete received during the evaluation process.
 - Skills evaluated during the drill portion of evaluations by Off Ice Evaluators – Worth 25% of an athlete's final score.
 - Skills evaluated during the gameplay sessions of evaluations by Off Ice Evaluators – Gameplay is worth 75% of an athlete's final score.
- All goalie evaluations will be reviewed by the Evaluation Committee. The Evaluation Committee will determine which goalie athletes are eligible for 'A' team placement.
 - In the event of one goalie being deemed as eligible then the goalie will be automatically placed on the 'A' team.
 - In the event multiple goalies are deemed as eligible then the coach will be presented with the list of eligible goalies and select the goalie for their team.
 - In the event there is **NO** full time goalie deemed as eligible for 'A' placement then the unfilled goalie position will be resolved by the team coaching staff, the Evaluation Committee and ARA board. Possible options include, but not limited to, recruiting an outside goalie, or recruiting 2 or 3 part time goalies for the skaters assigned to the team.
- Goalies not selected for the 'A' team will then become candidates for the 'B' team formation.

3.1.8.2 'B' Goalie Placement

- The final evaluation score of each goalie will be comprised of scores the athlete received during the evaluation process.
 - Skills evaluated during the drill portion of evaluations by Off Ice Evaluators – Worth 25% of an athlete's final score.
 - Skills evaluated during the gameplay sessions of evaluations by Off Ice Evaluators – Gameplay is worth 75% of an athlete's final score.
- All goalie evaluations shall be reviewed by the Evaluation Committee. The Evaluation Committee will determine which goalie athletes are eligible for 'B' team placement.
 - In the event of one (1) 'B' team:

- In the event one goalie being deemed as eligible for placement then the goalie will automatically be placed on the 'B' team.
- In the event of multiple goalies are deemed as eligible then the coach will be presented with the list of eligible goalies and select the goalie for their team.
- In the event there is **NO** full time goalie deem as eligible for 'B' placement then the unfilled goalie position will be resolved by the team coaching staff, the Evaluation Committee and ARA board. Possible options include, but not limited to, recruiting an outside goalie, recruiting 2 or 3 part time goalies from the skaters assigned to the team, or rotating a different skater into the goalie position for each game.
- In the event of two (2) 'B' teams:
 - Multiple goalies are deemed as eligible for placement then the goalies with a score eligible for B team placement will be presented to the coaches and they will select the goalie for their team.
 - In the event there are an insufficient number of goalies deemed as eligible for 'B' placement, then the unfilled goalie position(s) will be resolved by the team coaching staff(s), the Evaluation Committee, and ARA board. Possible options include, but not limited to, recruiting an outside goalie, recruiting 2 or 3 part time goalies from the skaters assigned to the team, or rotating a different skater into the goalie position for each game.
- Goalies not selected for the 'B' team will then become candidates for the 'C' team formation.

3.1.8.3 'C' Goalie Placement

- Those goalies not placed on the 'A' team, or a 'B' team(s) will automatically be placed on a 'C' team.
- The final evaluation score of each goalie will be compromised of scores the athlete received during the evaluation process.
 - Skills evaluated during the drill portion of evaluations by Off Ice Evaluators – Worth 25% of an athlete's final score.
 - Skills evaluated during the gameplay sessions of evaluations by Off Ice Evaluators – Gameplay is worth 75% of an athlete's final score.
- All evaluating goalies will be placed in the 'C' goalie draft.
- In the event of insufficient goalies, then the unfilled goalie position(s) will be resolved by the team coaching staff, the Evaluation Committee, and ARA board. Possible options include, but not limited to, recruiting an outside goalie, recruiting 2 or 3 part time goalies from the skaters assigned to the team, or rotating a different skater into the goalie position for each game.

4.0 Draft Procedure

This appendix describes the draft procedure to be used when forming multiple teams at a given tier level and is to be followed with no exceptions.

4.1 Purpose

The purpose of this draft procedure is to ensure the process used to form multiple teams at any age division offered by ARA includes:

- Ensuring the process of forming multiple teams is fair and transparent to all draft participants.
- The formation of equally balanced competitive teams.
- A fair and unbiased selection process for assigning athletes to teams.

4.2 Draft Participants

The participants involved in the draft process are listed below.

- The Evaluation Coordinator and the Evaluation Committee will act as draft facilitators. They will not have any athletes involved in the draft to ensure the draft is conducted impartially.
- ARA Board Members – President (observation), Director of Coaches and Director of Player.
- **ONLY** head coaches (or designate) shall be allowed to participate in the draft to form their team.
- Assistant coaches will **NOT** be determined until after the draft.
 - This is to ensure the draft is fair and results in balanced teams. Historically having assistant coaches set before the draft has resulted in unbalanced teams as it reduces the number of available athletes in the draft to other head coaches.
- The draft for each tier will be scheduled to occur within 36 hours of the last evaluation session being completed.
- All drafts shall be conducted in person with all involved participants, **NO** remote conferencing will be allowed.
- Head coach(s) shall designate an alternate draft participant to fill in for them and make draft decisions upon their behalf.

4.3 Draft Data

When evaluations for a given tier are complete and multiple teams are to be formed the evaluation committee will determine the athletes to be included in the draft. The

Evaluation Coordinator will provide a copy of the draft data to each head coach participating in the draft. Draft data is private and confidential and will **NOT** be shared outside the drafting process.

NO other data shall be used during the draft process, except for personal data generated by the head coach(s) during the evaluation process. This is to ensure a fair and transparent draft process occurs.

4.4 Draft Order

There will be two (2) drafts, one for skaters and one for goalies. Each draft will have different draft orders.

- Determining initial draft order:
 - Two (2) teams - A coin toss will be used to determine the initial draft order. The winner of the coin toss will have the choice to pick first or second.
 - More than two (2) teams – A lottery will be used to determine the initial draft order. The name of each head coach will be placed in a box, and an ARA board member will draw the names from the box. The first name drawn will pick first, second name drawn will pick second, etc.
- Using the initial draft order each head coach will indicate whether they want to pick a skater first or goalie first.
 - Choose skater first, then the head coach gets the best draft position still available in the skater draft. They will receive the reverse draft position in the goalie draft.
 - Choose goalie first, then the head coach gets the best draft position still available in the goalie draft. They will receive the reverse draft position in the skater draft.

See table 1, and 2 below for an example of a draft involving two (2) and four (4) teams. Assume the initial draft order (column 1) is as shown.

Coin Toss Result	Skater Draft	Goalie Draft
Team B	1	2
Team A	2	1

Table 1 – U14 2 Team Draft

Team B head coach wins the coin toss and decides to pick first in the skater draft (1 best available) so they get last pick in the goalie draft (2 reverse). Team A gets first pick in the goalie draft (1 best available) and second pick in the skater draft (2 reverse).

Lottery Result	Skater Draft	Goalie Draft
Team B	1	4
Team D	4	1
Team C	2	3
Team A	3	2

Table 2 – U14 4 Team Draft

Team B head coach wins the lottery and decides to choose a skater with their first pick, this coach gets first pick in the skater draft (1 best available) but they get last pick in the goalie draft (4 reverse). Team D head coach name decides to choose a goalie so this coach gets to pick first in the goalie draft (1 best available) but they get last pick in the skater draft (4 reverse). Team C head coach decides to choose a skater first so they get second pick in the skater draft (2 best available) but they get third pick in the goalie draft (3 reverse). By process of elimination Team A chooses third in the skater draft (3 best available) and second in the goalie draft (2 reverse).

- Skater Draft order:
 - Two (2) teams: 1, 2, 1, 2, 1, 2, 1, 2 etc. until skater draft is complete.
 - Three (3) teams:
 - First six (6) athletes – 1, 2, 3, 1, 2, 3
 - 1, 2, 3, 3, 2, 1, 1, 2, 3, 3, 2, 1, etc. until the remaining skater draft is complete.
 - Four (4) teams:
 - First eight (8) athletes – 1, 2, 3, 4, 1, 2, 3, 4
 - 1, 2, 3, 4, 4, 3, 2, 1, 1, 2, 3, 4, 4, 3, 2, 1, etc. until the remaining skater draft is complete.
- When there are families with two (2) athletes in the draft:
 - Multiple teams being formed - The head coach who drafts the first sibling **must** also draft the second sibling. The second sibling must be taken when they are the highest ranked athlete left in the draft.
 - Single team being formed - Both siblings do not need to be selected unless both siblings are designated as automatically selected.

For example, in the event one sibling is designated as automatically selected and the second sibling:

1. Is designated as automatically selected – The second sibling is automatically placed on the team. Both siblings are placed on the team.

2. Is designated as head coach pick – The second sibling could be picked by the head coach but there is no guarantee, as the coach is free to choose any athletes designated as head coach picks.
 3. Is **Neither** designated automatically selected or head coach pick – The second sibling is not eligible to be placed on the team.
- The goalie draft must be as determined above.
 - All goalies will be drafted to a team, even if there are more goalies than teams available.
 - In the event teams have the same number of goalies and there is still one extra goalie left undrafted, then team placement for that goalie will be determined by a coin toss (2 teams) or lottery (strictly more than 2 teams).

4.5 Additional Draft Information

- The duration of each draft will not exceed three (3) hours. After three (3) hours the draft will be considered closed. In the event, formation of teams remains incomplete after three (3) hours, teams will be formed by the Evaluation Committee.
- Prior to all drafts, the Evaluation Committee will determine the number of goalies to be drafted and the number available at each tier.
- In the event, there are fewer goalies than teams for a given tier, teams may choose to pass on their goalie draft selection but all goalies must be selected by a team.
- The Evaluation Coordinator will generate the completed team roster for each team upon conclusion of the draft. Team athletes will be listed in alphabetical order (as opposed to draft pick order) to avoid revealing athlete ranking information. All completed drafts are to be signed in pen by head coach(s) and the Evaluation Coordinator.
- When head coaches have athletes in the draft:
 - The athlete **must** play for their parent head coach. No other team may select that athlete.
 - A head coach may select any athlete with a higher ranking than their own athlete.
 - Head coaches will select their own athlete when they are highest ranked athlete remaining in the draft.
 - In the event, a head coach has more than one (1) athlete in the draft the head coach will select above their own athlete with the highest ranking until that athlete has been selected.

For example, a head coach has two athletes ranked 7 and 15 in a draft, the head coach can select any player 1-7 until they select their athlete who is ranked 7, and then they can select any athlete ranked 8-15 until they select their second athlete is

the highest remaining athlete available in the draft and then they can select any remaining athlete subject to the other draft rules.

- In the event of one team, athletes designated as automatically selected will be assigned to the team first and then head coach will fill the remaining team spots by choosing from the list of athletes designated as head coach picks.
- Upon conclusion of both drafts:
 - Head coaches will have the opportunity to negotiate trades, subject to the approval of the Evaluation Coordinator.
 - The Evaluation Coordinator will review teams for significant imbalances or inequities (considering athlete final evaluation rankings and UAA data). The Evaluation Coordinator will facilitate additional trades if required.
- At no time during the draft shall common sense be jeopardized and allow the creation of significantly unequal or imbalanced teams.

A Game Evaluation Rubric

This appendix contains the grading rubric used to evaluate athletes during the game portion of the evaluation sessions. Athletes will be scored using a scale of 1 to 6 for each category. The scoring system is defined in section 2.4.

Athletes (skaters) will play both forward and defense positions. Athletes will be evaluated on five (5) game skills:

- Offensive game sense,
- Defensive game sense,
- Effort and competitiveness,
- Passing and receiving,
- Checking, ring handling, and shooting.

A maximum score of 30 and a minimum score of 5 is possible. The rubric is found on the next page, note that some of the skills will not be applicable to these athletes (such as use of picks).

	1 - POOR	2 - BELOW AVERAGE	3 - AVERAGE	4 - ABOVE AVERAGE	5 - STRONG	6 - OUTSTANDING
	Poor player, well below average and/or new player.	Below average player, low skill.	Average player, average skill.	Above average player, good skill.	Strong player, very good skill.	Dominant player, strong skill.
Offensive Game Sense	1. Struggles to gain possession of the ring but always loses it. 2. Player does not get open for passes. 3. Player does not keep up with the pace of game. 4. Player is unable to create offensive shooting and passing opportunities. 5. Player avoids active participation in offensive play. 6. Player is rarely in motion, mostly stationary.	1. Occasionally gains possession of the ring but usually loses possession of it. 2. Rarely gets open for passes. 3. Sometimes able to keep up with the pace of game. 4. Rarely creates offensive shooting and passing opportunities. 5. Player attempts to participate in offensive play but mostly unable to. 6. Player is sometimes in motion. 7. Occasionally displays good decision making skills in the offensive end.	1. Sometimes gains possession of the ring, and generally able to maintain possession. Does not cause lots of turnovers. 2. Sometimes gets open for passes. 3. Generally able to keep with the pace of the game. 4. Generally creates shooting opportunities and sometimes sets up teammates. 5. Player sometimes participates in offensive play. 6. Player is generally in motion but sometimes stationary. 7. Sometimes displays good decision making skills in the offensive end.	1. Often has possession of the ring and usually maintains possession. Generally does not cause turnovers. 2. Often gets open for passes. 3. Consistently keeps up with the pace of the game. 4. Consistently creates offensive shooting opportunities and sets up teammates. 5. Player often participates in offensive play. 6. Player is consistently in motion, usually not stationary. 7. Consistently shows good decision making skills (including shot clock management for U12 and up). 8. Will engage teammates in the offensive zone but not consistently.	1. Consistently gains possession of the ring and maintains possession. Rarely creates turnovers. 2. Consistently gets open for passes. 3. Keeps up with the pace of the game and typically sets the pace. 4. Consistently creates offensive shooting and passing opportunities. 5. Player consistently participates in offensive play. 6. Player is consistently in motion and very rarely stationary. 7. Consistently shows good decision making skills (including shot clock management for U12 and up). 8. Often engages teammates in offensive zone. 9. Player demonstrates use of picks and screens.	1. Constantly has possession of the ring and never gives up the ring except under extreme pressure. Almost never creates any turnovers. 2. Always gets open for passes. 3. Sets the pace of the game when they are on the ice. 4. Consistently creates offensive shooting opportunities and sets up teammates. 5. Player is at the center of all offensive end play. 6. Player is always in motion and almost never stationary. 7. Always shows strong decision making skills (excellent shot clock management for U12 and up). 8. Effectively uses teammates in the offensive zone. 9. Effective use of picks, screens, and posts.
Defensive Game Sense	1. Player has no knowledge of the triangle and instead chases ring carrier. 2. Does not attempt to block passes/shots. 3. Weak checker and avoids active play. 4. Unable to keep up with play. 5. Player 'dumps' ring consistently when under any pressure. 6. Unable to move ring out of defensive zone. 7. Does not support goalie ring breakout. 8. Player has no ability to keep ring carrier to the perimeter away from the net.	1. Shows some knowledge of the triangle but often breaks position. 2. Attempts to block passes/shots but mostly unsuccessful. 3. Weak checker but sometimes involved in active play. 4. Attempts to keep up with play but mostly unsuccessful. 5. Player will often 'dump' ring when under pressure. 6. Mostly unsuccessful in moving ring out of defensive zone. 7. Sometimes supports goalie ring breakout. 8. Occasionally able to keep player to the perimeter away from the net.	1. Good understanding of the triangle but sometimes breaks formation. 2. Attempts to block passes/shots and sometimes successful. 3. Average checker and sometimes able to gain ring possession. 4. Sometimes keeps up with the play. 5. Sometimes panics and dumps when under pressure. 6. Sometimes able to move ring out of defensive zone. 7. Generally supports goalie ring breakout. 8. Sometimes successful in keeping player to the perimeter and away from the net. 9. Occasionally takes offensive opportunities.	1. Strong understanding of triangle and but occasionally breaks formation. 2. Often blocks passes/shots when able to. 3. Strong checker and generally able to gain ring possession. 4. Usually keeps up with the play except against strongest players. 5. Rarely panics and dumps the ring when under pressure. 6. Usually able to move ring out of defensive zone. 7. Usually supports goalie ring breakout and occasionally supports offense on breakouts. 8. Often successful in keeping player to the perimeter and away from the net (channeling). 9. Occasionally takes offensive opportunities. 10. Occasionally intercepts ring in neutral or offensive zone.	1. Strong understanding of triangle and consistently stays in formation. 2. Often blocks passes/shots when able to. 3. Strong checker and often able to gain ring possession. 4. No problems keeping up with the play and often sets the game pace. 5. Player never panics and 'dumps' the ring, except under strong pressure. 6. Consistently able to move ring out of defensive zone. 7. Consistently supports goalie ring breakout and often supports offense on breakouts. 8. Consistently successful in keeping player to the perimeter and away from the net (channeling). 9. Takes offensive opportunities. 10. Sometimes intercepts ring in neutral or offensive zone.	1. Strong understanding of defensive triangle and always stays in formation. 2. Consistently blocks passes/shots when able. 3. Aggressive checker and almost always gains possession. 4. No problems keeping up with the play, even sets the game pace. 5. Player never panics and 'dumps' the ring. 6. Almost always able to move ring out of defensive zone. 7. Consistently supports goalie ring breakout and supports offense on breakouts. 8. Consistently successful in keeping player to the perimeter and away from the net (channeling). 9. Takes offensive opportunities. 10. Intercepts ring in neutral or offensive zone. 11. Makes support passes to teammates when appropriate.
Effort and Competitiveness	1. Does not hustle or work hard. 2. Not aggressive and rarely engaged in the play. 3. Does not fore check in the offensive zone or back check to the defensive zone. 4. Does not make second or third attempts when checking. 5. More comfortable with letting other teammates have the ring. 6. Does not take the ring to the net in the offensive zone. 7. Makes no effort to win races to the ring when it is loose.	1. Occasionally hustles and works hard. 2. Occasionally aggressive and sometimes engaged in the play. 3. Occasionally fore checks in the offensive zone and almost never back checks to the defensive zone. 4. Occasionally makes second or third attempts when checking. 5. Often lets other teammates have the ring. 6. Occasionally attempts to take the ring to the net in the offensive zone. 7. Occasionally attempts to win races to the ring when it is loose.	1. Generally hustles and works hard every shift. 2. Generally aggressive and engaged in the play (although not always or consistently). 3. Generally fore checks in the offensive zone but only occasionally back checks to the defensive zone. 4. Generally makes second or third attempts when checking. 5. Sometimes apprehensive and prefers to let other teammates have the ring. 6. Generally attempts to take the ring to the net in the offensive zone. 7. Generally attempts to win races to the ring when it is loose.	1. Often hustles and works hard every shift. 2. Often aggressive and engaged in the play. 3. Often fore checks in the offensive zone and sometimes back checks to the defensive zone. 4. Often makes second or third attempts when checking. 5. Does not prefer to always let other teammates have ring. 6. Often attempts to take the ring to the net in the offensive zone. 7. Often attempts to win races to the ring when it is loose.	1. Consistently hustles and works hard every shift. 2. Consistently aggressive and engaged in the play. 3. Consistently fore checks in the offensive zone and consistently back checks to the defensive zone. 4. Consistently makes multiple efforts when checking. 5. Does not prefer to always let other teammates have ring. 6. Consistently takes the ring to the net in the offensive zone. Looks for rebounds. 7. Consistently attempts to win races to the ring when it is loose.	1. Always hustles and works hard every shift. 2. Always aggressive and engaged in the play. 3. Always fore checks in the offensive zone and always back checks to the defensive zone. 4. Always makes multiple efforts when checking. 5. Does not prefer to always let other teammates have the ring. 6. Always takes the ring to the net in the offensive zone. Looks for rebounds. 7. Always attempts to win races to the ring when it is loose. 8. Appears to be everywhere the ring is, always at the heart of the action.
Passing and Receiving	1. Does not display proper form and stick grip. 2. Does not point stick while passing/receiving. 3. Does not make accurate at all while moving and only rarely when static. Does not make lead passes. 4. Does not keep the ring on the ice while passing and avoids backhand passes. 5. Almost never stabs ring passes while static or in motion.	1. Sometimes displays proper form and stick grip. 2. Sometimes points stick while passing/receiving. 3. Occasionally makes accurate forehand passes while static but rarely while in motion. Usually does not make lead passes. 4. Sometimes keeps the ring on the ice while passing and will avoid making backhand passes. 5. Occasionally able to stab ring when static but almost never while in motion.	1. Generally displays proper form and stick grip. 2. Generally points stick while passing/receiving. 3. Sometimes makes accurate forehand passes while static and occasionally while in motion. Sometimes makes lead passes. 4. Usually keeps the ring on the ice while passing and will sometimes uses backhand passes. 5. Sometimes able to stab ring when static and occasionally able to stab ring while in motion.	1. Often displays proper form and stick grip. 2. Often points stick while passing/receiving. 3. Often makes accurate forehand passes while static but only sometimes while in motion. Sometimes makes lead passes. 4. Usually keeps the ring on the ice while passing and will make backhand passes when required. 5. Often able to stab ring when static but only sometimes while in motion. 6. Occasionally attempts a drop or board pass.	1. Consistently displays proper form and stick grip. 2. Consistently points stick while passing/receiving. 3. Consistently makes accurate forehand passes while static and often while in motion. Usually makes lead passes. 4. Consistently keeps ring on the ice while passing and makes accurate backhand passes. 5. Consistently able to stab ring when static and generally while in motion. 6. Will make drop and board passes when appropriate.	1. Always displays proper form and stick grip. 2. Always points stick when passing/receiving. 3. Consistently makes accurate forehand while static or moving. Always uses lead passes. 4. Always keep ring on the ice while passing and makes accurate backhand passes. 5. Consistently able to stab ring when static or in motion. 6. Consistently uses drop and board passes when appropriate.
Checking, Ring Handling, Shooting	1. Typically checks with one hand on stick or doesn't even try. 2. Often loses control of body and falls. 3. Cannot check while in motion. 4. Unable to read play to try to cut off ring carrier off and check them. 5. Will not check in corners or along the boards. 6. Still learning ring handling skill, unable to protect ring. Extremely easy to check. 7. No accuracy when shooting and unable to lift ring off ice. 8. Unable to perform a wrist shot properly and shot has almost no power.	1. Sometimes checks hard with two hands on stick. 2. Sometimes loses control of body while skating. 3. Has difficulties while checking in motion. 4. Sometimes reads play to cut off ring carrier but mostly never gains the ring. 5. Occasionally checks in corners or along boards but mostly avoids it. 6. Sometimes ring handles but not able to protect ring very well. Mostly easy to check. 7. Mostly inaccurate when shooting but only occasionally able to lift ring off ice. 8. Poor wrist shoot technique requires considerable refinement. Power is better but still weak.	1. Generally checks hard with two hands on stick. Attempts sweep check. 2. Generally maintains control of body while skating. 3. Generally checks while in motion. 4. Generally reads play to cut off ring carrier and sometimes gains ring possession. 5. Generally checks in corners and along boards. 6. Generally ring handles and uses body to protect ring it. More than 1 attempt is needed to check this player. 7. Sometimes accurate when shooting and sometimes able to lift ring off ice. 8. Wrist shot technique is not bad but still requires refinement. Can generate some shooting power.	1. Often checks hard with two hands on stick. Will perform sweep checks. 2. Consistently maintains control of body while skating. 3. Often tries to check while in motion. 4. Often reads play to cut off ring carrier and sometimes gains ring possession. 5. Does not hesitate to check in the corners and along boards. Sometimes back checks. 6. Uses good ring handling technique and often successful in using the body to protect the ring. Usually difficult to check. 7. Sometimes accurate when shooting and often able to lift ring off ice. 8. Wrist shot technique is good and requires only minor refinement. Can generate good shooting power.	1. Consistently checks hard with two hands on stick, performs sweep check. 2. Consistently maintains control of body while skating. 3. Consistently checks while in motion. 4. Consistently reads play to cut off ring carrier and often gains the ring. 5. Consistently checks in the corners and along boards without hesitation. Often back checks. 6. Uses a very good ring handling technique and consistently uses body to protect it. Difficult to check and often maintains possession. 7. Generally accurate when shooting and has no problem lifting ring off ice. 8. Uses good wrist shot technique and generates lots of power when shooting.	1. Consistently checks hard and does it cleanly with two hands on stick. Performs sweep checks. 2. Consistently maintains control of body while skating. 3. Consistently checks while in motion. 4. Consistently reads play to cut off ring carrier and routinely gains possession of the ring. 5. Always checks in corners and along board (including double teaming). Actively back checks. 6. Strong and consistent ring handling skills and use body to protect it. Very difficult to check, almost never loses ring possession. 7. Often accurate when shooting and has no problem lifting ring off ice. 8. Demonstrates text book wrist shot technique and generates overwhelming power.

B Ice Preparation for Skater Drills

Both skater drills require some ice paint modifications to facilitate the drills. This appendix contains the instructions for the paint modifications. This **will** be performed at the beginning of each evaluation session; skater drills cannot begin without these paint modifications.

Skater Drill #1 – Circles. This drill will involve skaters performing forward and backward cross overs around circles. To make more efficient use of the ice, 2 additional circles will be painted between the blue lines as shown in Figure 3 (Appendix C).

Tools:

1. Tape measure (imperial measurement required).
2. Geometry Compass (provided by ARA), includes
 - a. Spray paint (**ORANGE**)
 - b. Poly rope (15 feet, equal to radius of circle).
 - c. Pointed staff.

On ice assistants will be required to create each circle.

Instructions:

1. Use the tape measure on the ice and measure out 66 inches away from the boards along the center red line.
2. Paint a small mark between 66 and 67 inches on the ice (do **NOT** spray paint on the tape measure); this will be the edge of the circle.
3. Unravel the geometry compass so the rope can be fully extended.
4. One (1) ice assistant will hold the paint can at the small paint mark on the ice created in step 2. This ice assistant will operate the spray can and create the circle on the ice in step 6 below.
5. One (1) ice assistant will take the pointed staff (remove blue safety cap) and stretch out the rope to its fullest extent (should be tight) and plant the pointed end in the ice on the center red line. Be sure to hold the staff firmly to ensure it does **NOT** move when creating the circle in step 6 below.
6. The ice assistant with the paint can will activate the can and begin spraying (hold 1 inch off ice), do not stop spraying till circle complete. A third ice assistant will gently push the crouched ice assistant operating the paint can forward. The ice assistant with the paint can, will glide forward and the rope tied to the staff will cause them to travel in a circle. Do **NOT** let the pointed staff move, ensure it stays in place.
7. Stop spraying once circle complete. Repeat again if required to improve the circle.
8. Repeat steps 1 to 8 at the other end of the center redline to create the second circle.
9. Secure blue safety cap to its original location on the pointed staff.
10. Refer to Figure 3 and paint an X in between the 2 circles to indicate when transitions for pass 1 and 2 are to be performed.
11. Refer to Figure 5 and paint vertical lines on the circles as signified by the arrows to indicate when transitions for pass 3 are to be performed.

Skater Drill #2

Tools:

1. Spray paint can and one (1) on ice assistant required.

Instructions:

1. Refer to Figure 6 in Appendix 4.0 and paint shooting lines on the ice as indicated (roughly between the inner hash marks of the face off circles).

C Evaluation Drills U10 Step 3, U12, U14, U16. – U10 Step 1 and 2.

This appendix describes the drills being used during all **U10 Step 3, U12, U14, U16** evaluation sessions. Note this does **NOT** include descriptions for drills conducted during UAA sessions; those are beyond the scope of this document.

Skater Evaluation Drill #1: Circles 20 Minutes.

Skills being evaluated: forward crossovers. Athletes are given a grade from 1 to 6 on each skill while performing this drill. Athletes will perform this drill three (3) times; pass 1, 2, and 3 as shown in Figures 3, 4, and 5 below.

Legend: C1-C6 - Coaches

X - Athletes

O - Athletes

Forward Skate: Backward Skate - - - Exit circle: ↗

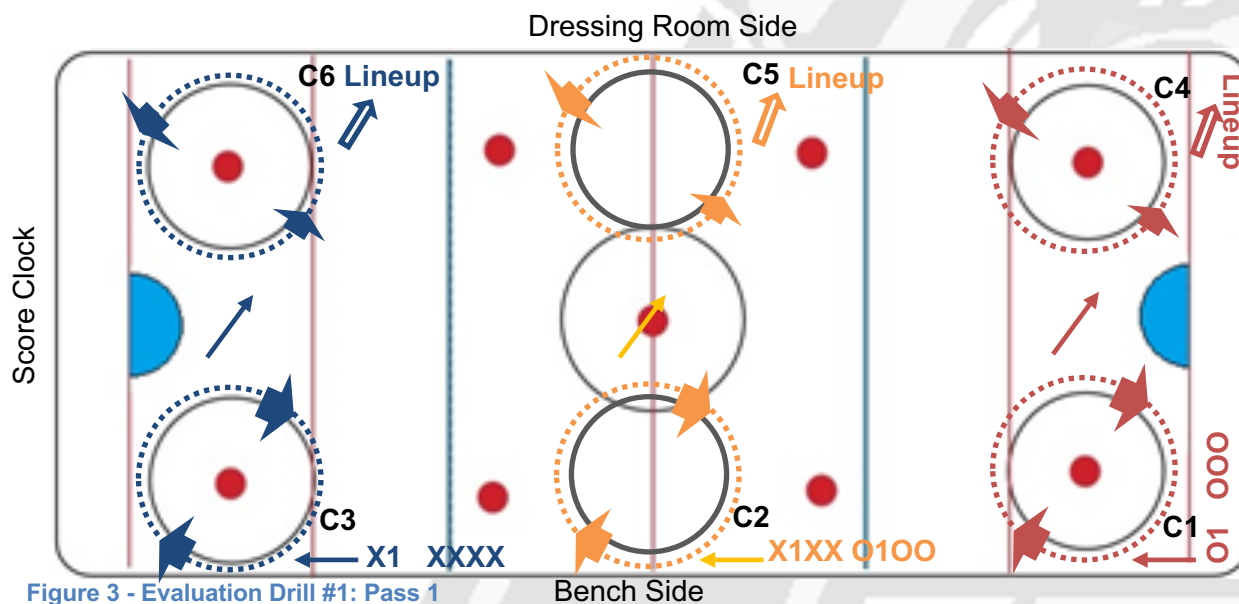


Figure 3 - Evaluation Drill #1: Pass 1

Drill Description - Forward crossovers (see Figure 3 above). First circle clockwise, second circle counter-clockwise, as shown.

- Athletes are split evenly into three (3) groups.
- Athletes X1 / O1 leave when coaches indicate skating forward around the first circle clockwise performing forward crossovers.
- Athlete will complete 1 ½ rotations around the first circle and exit the circle and forward skating to the second circle to perform forward crossovers counter clockwise for 1 full rotation.
- Athlete exits the second circle as indicated and lines up as shown out of the way of other athletes completing the second circle.
- The next athlete begins when the previous skater gets to the second circle.
- **Repeat** drill in doing backward crossovers (starting from opposite line – see Figure 4 below). Transition. First circle counter-clockwise, second circle clockwise, as shown.

Dressing Room Side

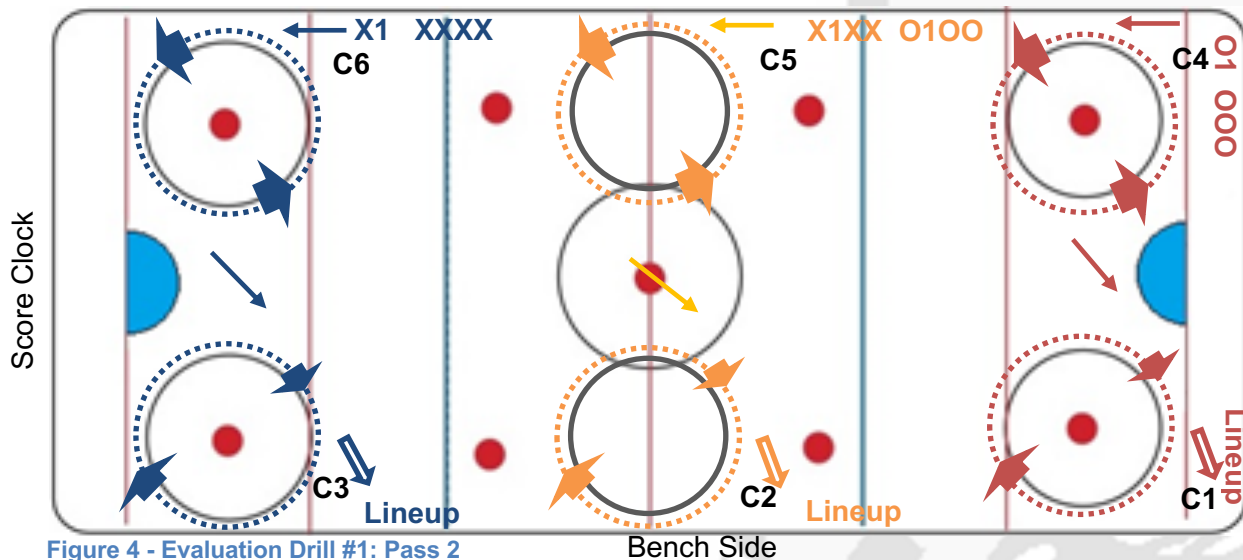


Figure 4 - Evaluation Drill #1: Pass 2

- **Repeat** circles - **ALWAYS** face the score clock, transition **ON** the circle arrows as indicated (see Figure 5 below). First circle clockwise, second circle counter-clockwise, 2 transitions per circle. Forward crossovers for half a circle, and backwards crossovers for the other half.

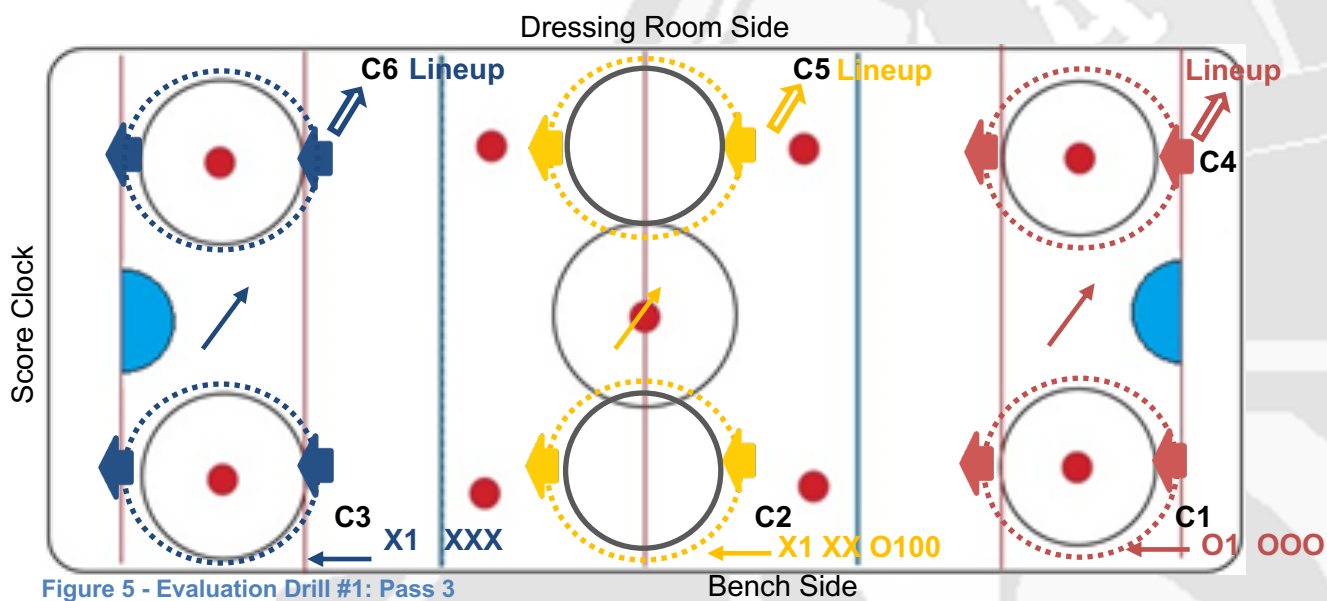


Figure 5 - Evaluation Drill #1: Pass 3

Skater Evaluation Drill #2: Skating / Tight Turns / Pick Up / Shooting 35 Minutes

Skills being evaluated: forward skating, backward skating, ring pick up, and shooting.

Athletes are given a grade from 1 to 6 on each skill while performing this drill. Athletes will perform this drill two (2) times each. Goalies will participate in this drill, rotating every 3 shots. Shooting lines will be painted on the ice.

Legend: C1-C6 - Coaches

X - Athletes

O - Athletes

Forward Skating: — Backward Skating: - - - Transition 

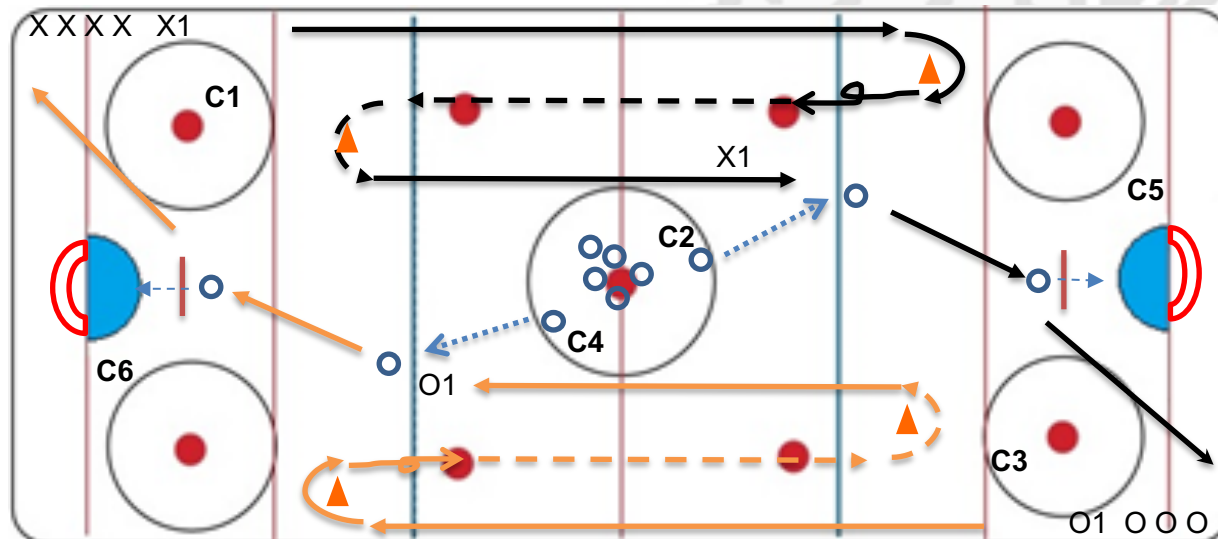


Figure 6 - Drill 2

Drill Description

- Split athletes evenly into opposite corners.
- When coaches C1 and C3 indicate 'Go', athletes X1 and O1 skate hard over the far blue line, tight forward turn around the pylon (as indicated, turning away from the boards).
- Continue forward skating to the blue line, and transition to backward skating.
- Continue backward skating to pylon, transition to forward skating when going around the pylon (as indicated, turning away from the boards).
- Forward skate hard across the center red line and receive a pass from Coach C2 / C4 just over the blue line (before ringette line).
- Each skaters goes in and shoots on net **BEFORE** crossing the painted line in front of the net.
- Coach C1 and C3 allow the next athlete to begin the drill when the pass is made to the athlete in front of them.
- Proceed to opposite corner and repeat drill from the other side of the ice.
- Each athlete to perform this drill 2 times.
- As skaters complete the above drill, goalies shall rotate and switch out after 3 shots are taken on net (shooters to release shot before reaching the painted line in front of the net).

U10 Step 1 and 2 Evaluation Drills

This appendix describes the drills being used during all U10 Step 1 and U10 Step 2 evaluation sessions on half ice format.

Note this does **NOT** include descriptions for drills conducted during UAA sessions; those are beyond the scope of this document.

Skater Evaluation Drill #1: Forward Skating

Skills being evaluated: Forward skating

Athletes are given a grade from 1 to 6 while performing this drill. Athletes will perform this drill two (2) times.

Legend: C1-C4 - Coaches X - Athletes

Forward Skating: →

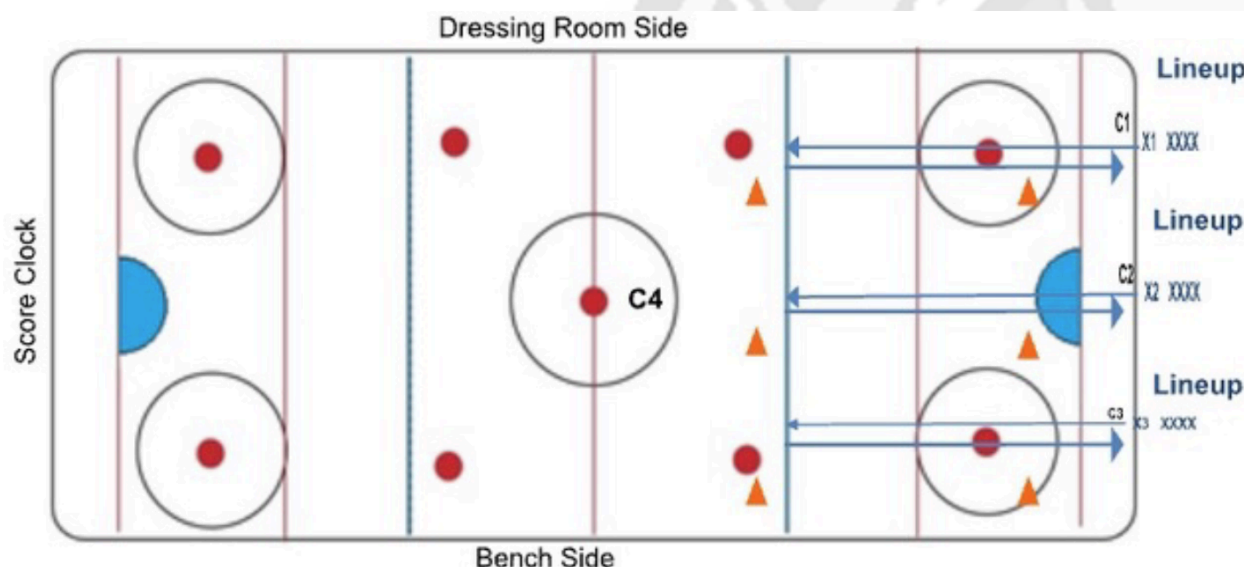


Figure 7 - Forward Skating Drill


Drill Description - Forward skate from goal line to first Blue Line, as shown in Figure 3.

- Athletes are split (evenly when possible) into three lines on the goal line as shown above. Athletes are to remain within their group.
- Front line athletes leave when indicated by coaches C1, C2 and C3 skating **hard** forward to the first blue line without stopping in between.
- Athletes perform two foot stop facing the stands on the blue line.
- Repeat drill back to the ringette line.

Skater Evaluation Drill #2: Backward Skating

Skills being evaluated: Backward skating. Athletes are given a grade from 1 to 6 while performing this drill. Athletes will perform this drill once (1) time; twice (2) if time permits or requested by evaluators.

Legend: C1-C4 - Coaches X - Athletes

Backward Skating: 

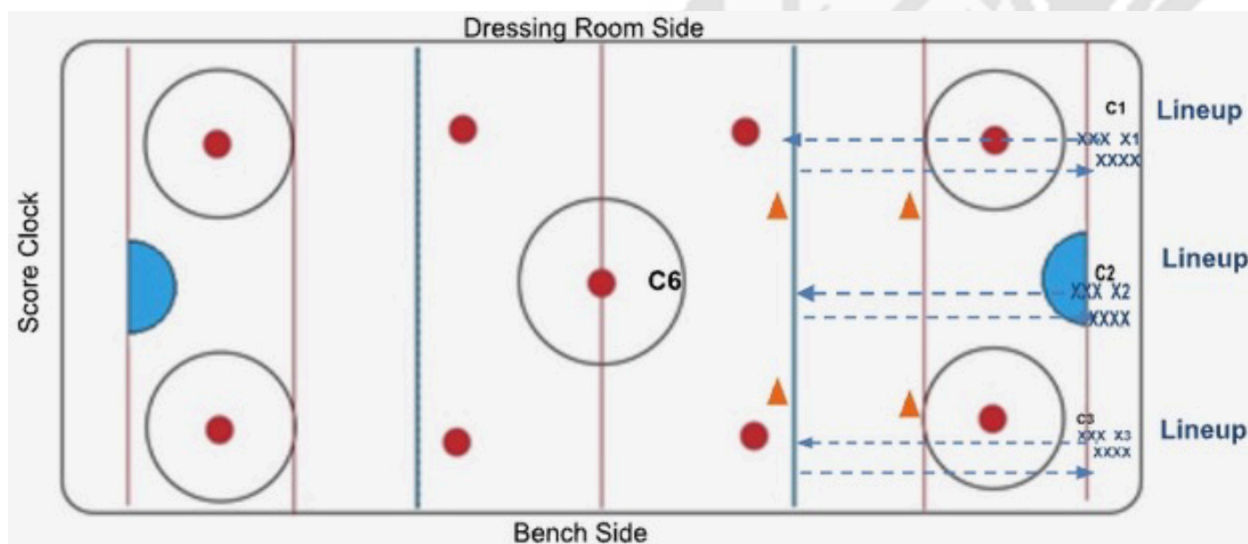


Figure 8 - Backward Skating Drill

Drill Description – Backward skate from ringette line to first blue line as shown in Figure 4 - Backward Skating Drill.

- Athletes remain in their previous three groups.
- Front line athletes leave when indicated by coaches C1, C2 and C3 skating **hard** backwards to the first blue line without stopping in between.
- Athletes perform V-stop on blue ringette line.
- Repeat drill back backward skating to the ringette line.

Skater Evaluation Drill #3: Forward Skating/Stopping

Skills being evaluated: Stopping.

Athletes are given a grade from 1 to 6 while performing this drill. Athletes will perform this drill once (1) time; twice (2) if time permits.

Legend: C1-C6 - Coaches X - Athletes in black jerseys O – Athletes in white jerseys

Forward Skating: →

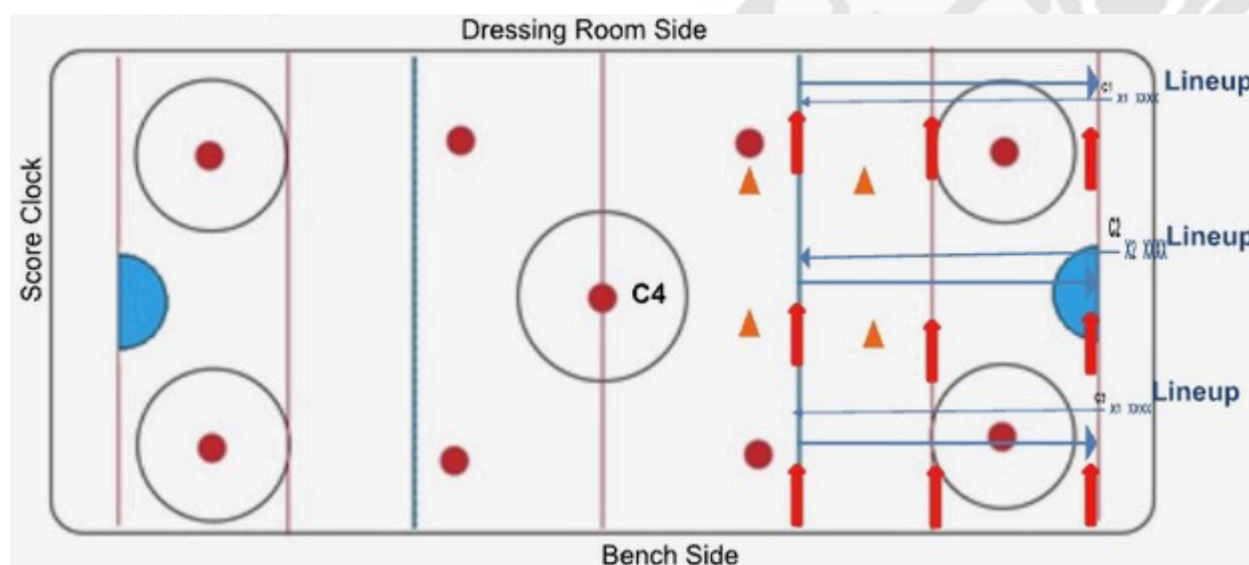


Figure 9 - Forward Skating with Stopping

Drill Description – Forward skating with stopping as shown in Figure 6.

- Athletes remain in their previous three groups.
- Front line athletes leave when indicated by coaches C1, C2 and C3 skating **hard** forwards to the near blue line.
- Athletes to perform hard 2 foot stop on the Ringette Line (skinny red line), **facing the stands** as indicated by the **RED** arrow (left foot first, turning right). Come to full stop.
- Athletes skate forward to first blue line.
- Athletes to perform hard 2 foot stop on or near the first blue line, **facing the stands** as indicated by the **RED** arrow (left foot first, turning right). Come to full stop.

Repeat drill going the opposite direction, athletes still stop **facing the stands** as indicated by **RED** arrow (right foot first, turning left). Come to full stop.

Goalie Evaluation Drills: Skating (forward, backward), C-Cuts, T-Pushes – 20 Minutes

Legend: G1-G2: Goalie Coaches X : Goalies

Forward Motion: ——— Backward Motion: - - - -

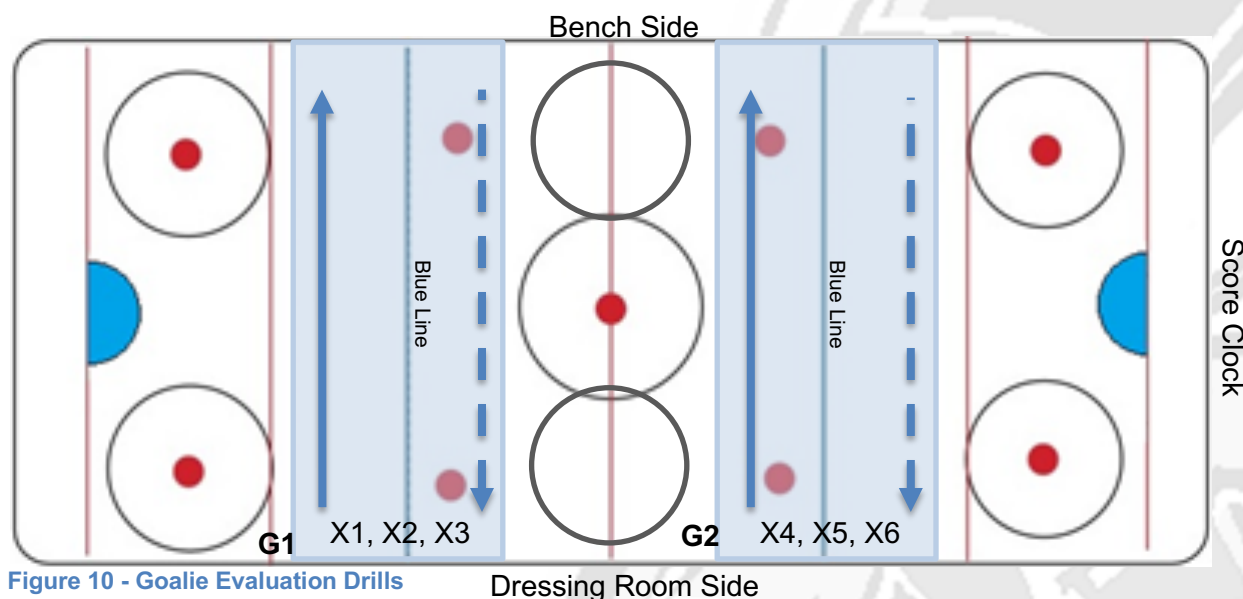


Figure 10 - Goalie Evaluation Drills

Drill Description (Drill area reserved for goalies is shaded):

- Split Goalies evenly into 2 groups around each Blue Line (X1 – X6). **KEEP** goalies away from the circles to avoid skaters performing skater drill #1 (circles).
- Forward/Backward skate - Goalies X1 - X6 line up along the dressing room side boards and skate forward when indicated by coaches to the far boards (bench side). Upon reaching the far boards, **Transition** to backwards skating and return to starting position (dressing room side).
- C-Cuts (right foot): Perform C-cuts with right foot (skating forward) to far boards (bench side), return back to starting position performing C-Cuts with right foot skating backwards (dressing room side).
- C-Cuts (left foot): Perform C-cuts with left foot (skating forward) to far boards (bench side), return back to starting position performing C-Cuts with left foot skating backwards (dressing room side).
- Shuffles: Shuffle to far boards (bench side) along blue line facing score clock, return shuffling back to starting position (dressing room side) facing the score clock
- T-Pushes: T-Push to far boards (bench side) along blue line facing score clock **WHILE** stopping after each T-push. Return T-Pushing back to starting position (dressing room side) facing score clock **WHILE** stopping after each T-push.
- This set of six (6) drills will only be performed **ONE** (1) time by each goalie.

D Evaluation Process

This appendix shows the flow chart for U10 Step 1/2

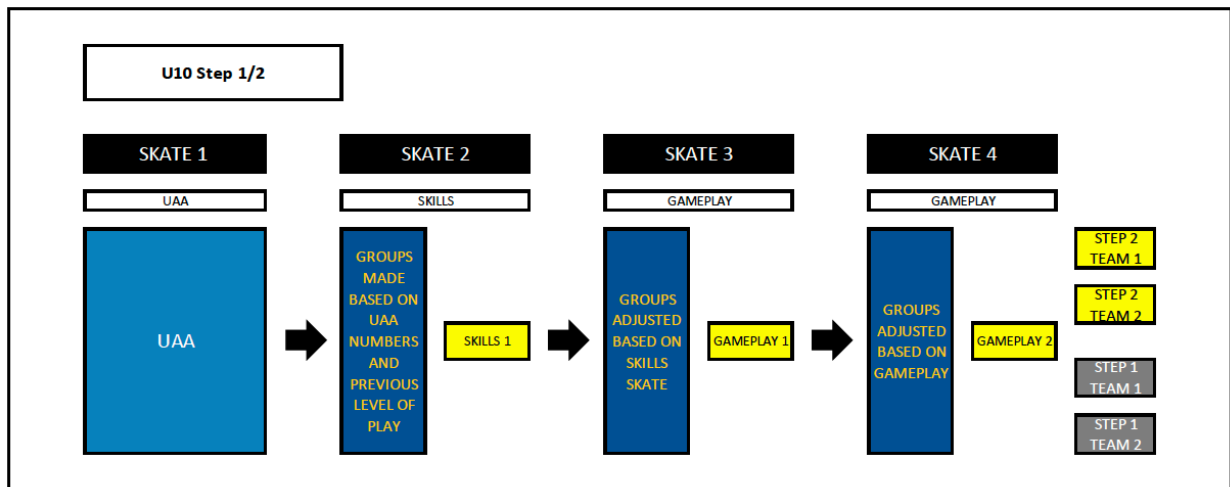


Figure 11 - Evaluation Flow Chart

This appendix shows the flow chart for U10 Step 3, U12(A/B/C), U14(A/B/C) 0-30 Athletes

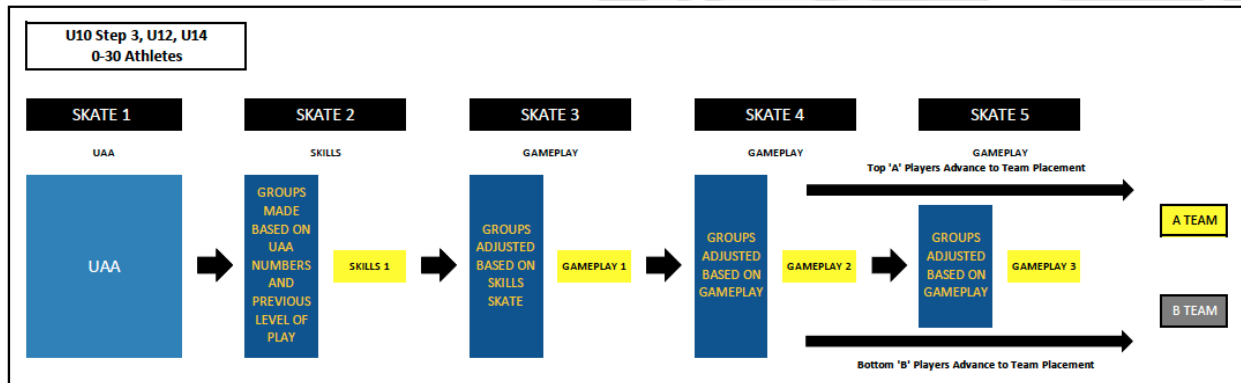


Figure 12 - Evaluation Flow Chart

This appendix shows the flow chart for U10 Step 3, U12(A/B/C), U14(A/B/C) 30-50 Athletes

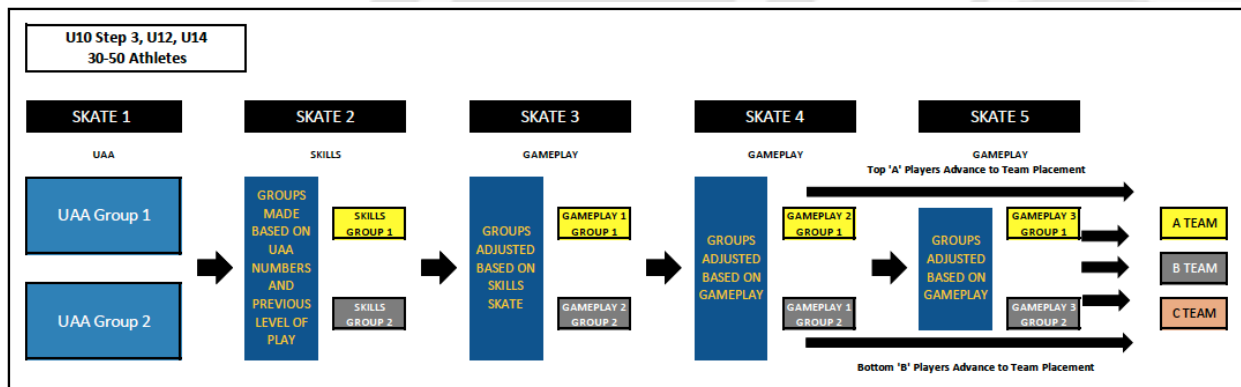


Figure 13 - Evaluation Flow Chart

This appendix shows the flow chart for U16, U19 0-30 Athletes

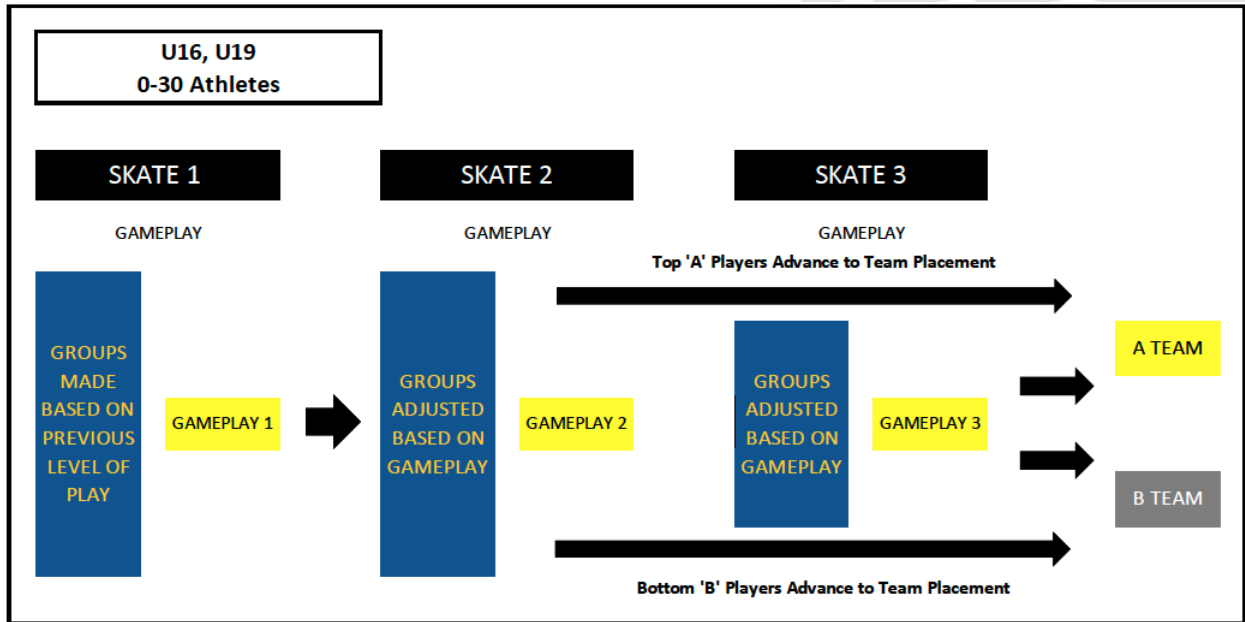


Figure 14 - Evaluation Flow Chart

This appendix shows the flow chart for U16, U19 30-50 Athletes

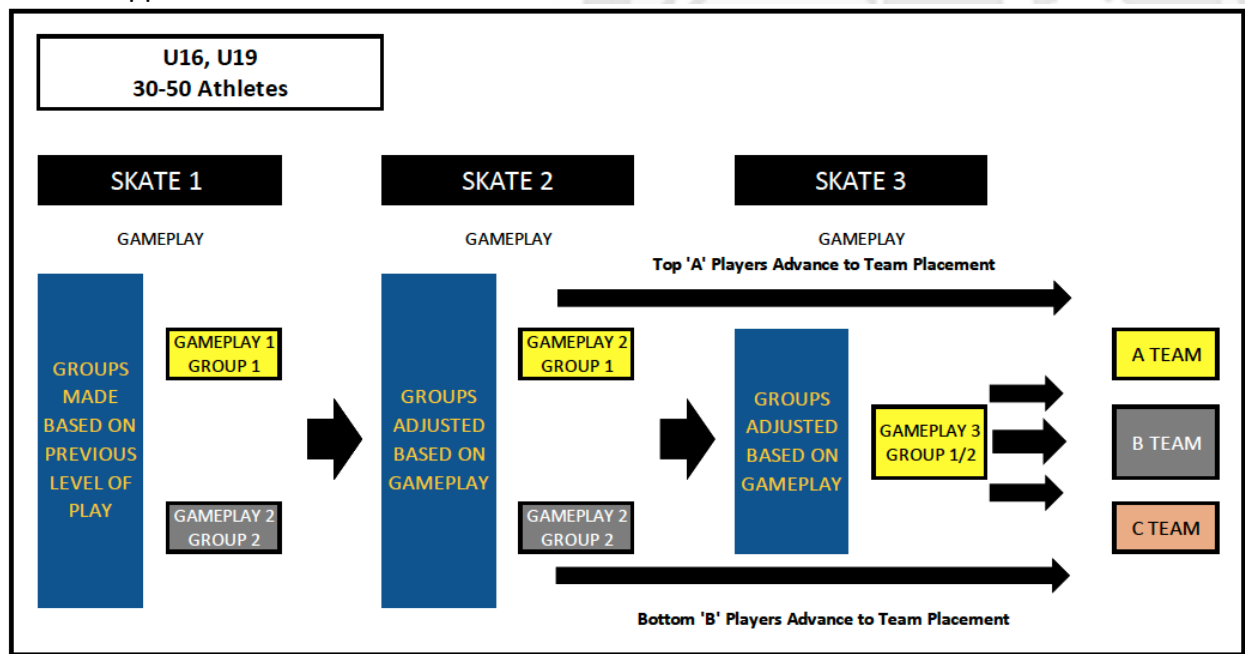


Figure 15 - Evaluation Flow Chart

used for ARA evaluations.

Division: _____

Time: _____

Directions. Athlete maintains speed and a balanced skating position.									
Directions. Athlete maintains speed and a balanced skating position.									
stab and control pass from coach. Shots while in motion. Assess strength of shot.									

ways utilized.

finement required.

ance; well developed skills and uses good technique.

skills and uses proper technique always.

[illegible]



**ARA
Athlete Game Evaluation**

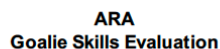
Jersey Color: _____
Evaluator: _____ **Division:** _____
Date: _____ **Time:** _____

HELMET NUMBER #																				
1	Offensive Game Sense																			
	Assess the ability of pressuring the ring carrier (forecheck), positioning without the ring (becoming a passing option), eluding checks, progressing the ring from defensive zone to offensive zone.																			
2	Defensive Game Sense																			
	Assess the ability of taking away oppositions opportunities (holding position, pressuring ring, anticipating play), regaining possession, effectiveness at moving the ring out of defensive zone, maintaining position in defensive triangle (does not chase players).																			
3	Effort and Competitiveness																			
	Assess the effectiveness of the player's speed, acceleration and agility during game play.																			
4	Passing and Receiving																			
	Assess the checking ability as well as player's tenacity and effectiveness with and without the ring. Back checking in the offensive and defensive zone.																			
5	Ring Handling (with checking, shooting)																			
	Assess ring protection, passing accuracy, receiving passes, shooting, deception, communication.																			
Total																				

Scale of Assessment - Out of 6:

1. Poor – Limited experience, inability to perform the skills/tasks.
2. Below Average - Some ability, some of the time.
3. Average skill - Inconsistent performance; technique developing and fundamentals are not always utilized.
4. Above Average – Good skills, above expectations for the division, some of the time, further refinement required.
5. Strong – Very strong skill. Skills often above expectations for the division. Consistent performance; well developed skills and uses good technique.
6. Outstanding/Dominate – Skills always above expectations for the division. Highly developed skills and uses proper technique always.

Figure 17 - Athlete Game Evaluation Form



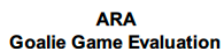
Division:

Time:

[illegible]

1. Poor – Lowest skill. Limited experience, inability to perform the skills/tasks.
2. Below Average - Low skill. Some ability, some of the time.
3. Average skill. Inconsistent performance; technique developing and fundamentals are not always utilized.
4. Above Average – Good skills, above expectations for the division, some of the time, further refinement required.
5. Strong – Very strong skill. Skills often above expectations for the division. Consistent performance; well developed skills and uses good technique.
6. Outstanding/Dominate – Skills always above expectations for the division. Highly developed skills and uses proper technique always.

Figure 18 - Goalie Skills Evaluation Form



Division:

Time:

[illegible]

1. Poor – Lowest skill. Limited experience, inability to perform the skills/tasks.
2. Below Average - Low skill. Some ability, some of the time.
3. Average skill. Inconsistent performance; technique developing and fundamentals are not always utilized.
4. Above Average – Good skills, above expectations for the division, some of the time, further refinement required.
5. Strong – Very strong skill. Skills often above expectations for the division. Consistent performance; well developed skills and uses good technique.
6. Outstanding/Dominate – Skills always above expectations for the division. Highly developed skills and uses proper technique always.

Figure 19 - Goalie Game Evaluation Form