



Evaluations Policy



Overview

Players within the Calgary Axemen Lacrosse Club will be evaluated on their individual skill & overall game performance to ensure accurate placement of players for each lacrosse season. The player evaluation process will consist of on floor skills, game play, and lacrosse IQ. Evaluations will be conducted by paid senior level lacrosse players and/or coaches, and in some cases high level lacrosse players from within the Axemen Association. The following elements represent this three-part process:

1. Initial Group Placement
2. Group Evaluations (3 or 4 sessions)
3. Team Selection / Draft

Initial Group Placement (U11A, U11-U15 B & C, U17 B Level Evaluations)

This phase places players into their first evaluation groups, acknowledging annual enrollment fluctuations and the absence of a pre-evaluation system.

Group Size and Configuration

1. Groups are set by an even split of participants based on the total enrollment in each Division.
2. The preferred group size is 18 or less, with a maximum size of 20.
3. The maximum number of players on the floor at any one time will not exceed 40.
4. Additional groups will be added as necessary to ensure the maximum floor size is not exceeded.
5. While projections are made for the required number of floors based on expected enrollment, group sizes may occasionally be smaller or larger. The Axemen Lacrosse Club aims to minimize these circumstances.

Initial Player Ranking

1. All players registered prior to the cut-off date are ranked 1-X based on their final ranking from the previous season's evaluations.
2. Players who are new to lacrosse or who played for a different club last season will be placed in the lowest ranked evaluation group within that Division to begin the process.

Important: Rankings from the first day are used for initial placement only and will **not** factor into a player's final overall ranking



Initial Group Construction

Initial evaluation groups are formed using a mix of players based on their previous season's final rankings. The target composition for these initial groups is **70% second-year players** and **30% first-year players**.

If there aren't enough players in either the first-year or second-year group to meet this ratio, the remaining spots in the evaluation group will be filled entirely with players from the other group. This situation, where there are fewer second-year players, is common in **Group 3 and below**.

Once all players are placed into these initial groups, the formal Evaluation process begins

Group Evaluations

Evaluation Sessions and Groups

Both **players** and **goalies** participate in the evaluation sessions. Separate evaluators are used for goalies.

- Groups are established before each session based on players' previous rankings.
- There is no system to move players between groups to maintain floor balance if players are absent.
- Players are only ranked and evaluated against others in their own group (those wearing the same pinnie color).

On-Floor Evaluation and Ranking

During the session, all players in the group take part in all drills and scrimmages as directed by the floor coach.

- **Evaluators:** A minimum of **3 player evaluators per side** and **2 goalie evaluators per floor** conduct each session.
- **Player Criteria:** Players are evaluated and ranked on four key skill areas:
 - Offensive Skill
 - Defensive Skill
 - Hustle
 - Lacrosse IQ
- **Ranking:** Each evaluator ranks the players in their group from 1 to X, where 1 is the highest-ranking player and X is the lowest-ranking player (X is the total number of players in the group).
 - Player evaluators rank players against players in their group.
 - Goalie evaluators rank goalies against goalies in their group.
- **Feedback:** Evaluators must note specific strengths and/or weaknesses to support their rankings.



Data Collection and Final Ranking

After each evaluation session, the ranking sheets go through a careful process to ensure accuracy. All player/goaltender results are input into OneClick software and any scores with a standard deviation of +/- 3.5 are removed.

1. **Collection and Initial Check:** Ranking sheets are collected from the evaluators and checked for completeness and accuracy.
2. **Verification:** Each submitted sheet is checked multiple times by four different groups in order:
 - Evaluations Committee
 - Executive Board Member
 - Evaluations Director
 - Evaluations Auditor
3. **Data Entry and Ranking:** The Evaluation Director enters the verified ranks into OneClick to generate a session rank for each player.
4. **Ties:** In the event of a scoring tie, we utilize a standard competition ranking system. This means that tied players will share the same rank, and the subsequent rank(s) will be skipped. For example, if two players tie for 7th place, the next player in the standings will be ranked 9th.
5. **Record Keeping:** The final calculated session results and rankings are recorded and saved.

Player Movement & Cut Lines for Each Group Evaluation

After each group evaluation session, players are moved between groups (up, down, or remaining the same) based on their session results.

The movement percentages decrease over the evaluation period:

Evaluation Session	Players moved DOWN to lower group	Players moved UP to higher group	Notes
After Session 1	Lowest 33% of players	Top 33% of the group below	
After Session 2	Lowest 27% of players	Top 27% of the group below	
After Session 3	0% (No players moved down)	Top 22% of the group below	The top 22% of Group 1 are considered set and do not play in the final session



After the cut line movement is completed, the new groupings are posted for the next evaluation session.

Oversight: *An Executive Board member, the Evaluations Director, and the Evaluations Auditor must all be present during the cut line movements to ensure accuracy and policy adherence.*

Final Player Ranking

The final ranking for each player is determined after the last evaluation session.

1. Ranks from sessions 2, 3, and 4 are entered into the evaluation software and averaged.
2. The first day rankings are not factored into the final rank; they are only used to set the initial groupings

Absenteeism

Absenteeism during group sessions is managed according to the current Calgary Axemen Lacrosse Club Absenteeism Policy.

This policy details the processes for:

- Excused and unexcused absences.
- The set score and linking processes.

If a player temporarily removes themselves from play during evaluations due to an injury, rest, or an equipment issue, the bench staff will work to get the player back on the floor as soon as possible.

Conduct during the Evaluation

Coach Authority

The on-floor coach has the right to approach or adjust the bench if they observe unfair or unsafe play.

Penalties for Major Infractions

If a player breaches the current and accepted rules of lacrosse by committing a major penalty deemed to have the potential or intent to injure another player, the on-floor coach may assess the following sanctions:

1. **First Offense:** The player will be removed from the floor immediately and must sit on the bench for one full rotation of the line up. Bench coaches will enforce this.



2. **Second Offense:** The player will be removed from the floor immediately for the remainder of the session. The player's score from the evaluators for that session will stand.

Team Selection - Parity Teams (U7, U9)

Once teams are initially created, player movement is undertaken using the following strict criteria:

1. **Coach Children:** Children of selected Head Coaches and Assistant Coaches are marked on their draft card.
2. **Shooting Hand:** Each player's shooting hand is recorded on their draft card.
3. **Floor Balance (Handedness):**
 - Floor balance is considered only if the initial evaluation-based teams do not have a workable number of left- and right-handed players.
 - To balance the floor, the lowest-ranking players between two teams are moved to achieve balance, but only if they are not the child of a coach.
4. **Siblings:** When requested in advance, siblings in the same division can be placed on the same team, but they will be placed at the division level of the lower-ranking sibling.
5. **Parent/Child Conflict:** In documented cases where a parent and child cannot be on the same team (usually for family or legal reasons), the player is moved to another team, switching places with a player of a similar rank and handedness.

Finalizing Teams

- All player movements during the draft are recorded in the player movement log.
- Player movement is directed by the VP of Programs and the Evaluations Director.
- Oversight is provided by an Executive Board Member, the Evaluations Auditor, and the Division Coordinator.
- Once teams are balanced, they are finalized and sent to the Division Coordinators, who then inform the coaches and the Axemen Executive Director.

Team Selection - U11 Division

The U11 age group is divided into three tiered divisions: Dev 1, Dev 2, and Dev 3. For evaluation and team creation purposes, these are treated as A, B, and C levels, with Dev 1 being the A level.

The number of teams in each division is determined by the ALA Tiering Grid and club enrollment, adhering to the Calgary District Lacrosse Association Tiering Policy.

Player Placement

1. **Ranking:** Each player receives an overall rank based on evaluations.



2. **Assignment:** Players are placed onto teams according to the number of A, Parity B, and Parity C teams the Axemen have for that division.

'A' Level Team(s)

- "A" level teams will consist of the top 12 ranked players with the remaining spots being coaches selection from the group 1 pool to ensure floor balance and overall team composition.
- While the preferred roster size is 16, it may be increased to meet the needs of the division. Adjustments to the number of runners/players are made by the VP Programs under the supervision of an Executive Board Member.
- If mandated to enter more than one 'A' team, the teams will be constructed using a 'snake' draft, similar to Parity Divisions.

For full details on the specifics of the "A" Evaluation process, please refer to the "A" Division Evaluation Policy.

'B' and 'C' Level Teams

- These teams include a designated number of players, up to a maximum of 18 runners and 2 goalies with equitable distribution.
- The number of 'B' and 'C' teams is directly tied to the number of registered players in the Division, following the CDLA's Tiering Policy.

Player Movement and Finalization

After initial team creation, a strictly adhered-to process is used for player movement to ensure team balance:

1. **Coach Children:** Children of selected Head Coaches and Assistant Coaches are noted on their draft card.
2. **Shooting Hand:** Each player's shooting hand is recorded.
3. **Floor Balance:**
 - Floor balance is considered only if teams do not have a workable number of left- and right-handed players.
 - To balance the floor, the lowest-ranking players between two teams are moved to achieve balance, without moving players who have parents as coaches.
4. **Siblings:** Upon advance request, sibilines in the same division can be placed on the same team, at the division level of the lower-ranking sibling.
5. **Parent/Child Conflict:** In documented cases (e.g., family or legal reasons) where a parent and child cannot be on the same team, the player is moved to another team, switching places with a player of similar rank and handedness.



Oversight and Communication:

- All player movements are recorded in the player movement log.
- Movement is directed by the VP of Programs and the Evaluations Director, supervised by an Executive Board Member, the Evaluations Auditor, and the Division Coordinator.
- Final teams are forwarded to the Division Coordinators, who then inform the coaches, and the coaches reach out to the players/families.

