



TRYOUT AND PLAYER RANKING PROCESS

- Once the list of registrants at each level is finalized, registrants must be split in to two teams, Gold and Black. (In an attempt to make even teams, usually it is helpful to have a past coach who knows the players abilities assist in this process if nobody on the tryout committee is familiar enough)
- Each player is then assigned a number in their designated colour
- Tryouts consist of 4 sessions, a combination of skills and gameplay (Goalies will have an additional evaluation session)
- Players are to receive their assigned pinny prior to each session and return their pinny following each session
- Each session is to be evaluated by 4 evaluators. If possible, keep the same 4 evaluators for all 4 sessions at each given level.
- Alternate evaluators in the following manner to keep scoring as fair as possible.
 - Session 1 – Evaluator 1 and 2 do Black, Evaluator 3 and 4 do Gold
 - Session 2 – Evaluator 1 and 2 do Gold, Evaluator 3 and 4 do Black
 - Session 3 – Evaluator 1 and 2 do Black, Evaluator 3 and 4 do Gold
 - Session 4 – Evaluator 1 and 2 do Gold, Evaluator 3 and 4 do Black
- Evaluation sheets are to be handed out to evaluators prior to each session and collected immediately following each session. Once all 4 evaluation sheets for each session are collected, they are to be scanned and sent to the tryout committee with the division and session number in the subject line of the email. (Ex. U13 session 1)
- At the conclusion of tryouts, each player should have 8 scores (2 from each session) which will have to be added up to determine the player's overall score.
- To ensure correct assignment of overall score and eliminate any possibility of foul play or score tampering, the tryout committee consisting of 6 members must split in to 3 teams of 2. Each team of 2 must get together prior to the player ranking meeting and tally each player's overall score.
- At the player ranking meeting (tryout committee attends, optional for President to attend), players will be gone through one by one. Each team of 2 will indicate what score they came up with for each player. If all three teams' scores match, that will be recorded as the final overall score for that player. If any of the 3 teams score does not match, the tryout committee will review that player's 8 individual evaluations and agree on the correct overall score for that player.
- Players will then be sorted in descending order based on their overall score.

-There is no mandated formula for determining bubbles, a general rule of thumb is that the bubble should be less than or equal to two thirds of the team size. This means the coach would be able to select the bottom third of his/her team. For instance, if the team size was determined to be 15 skaters, players ranked #11-#20 would go in the bubble, the coach would get to select 5 players from this group. This is a maximum bubble size; in some instance it makes more sense to have smaller bubbles based on natural gaps in overall score. Bubble sizes will be left up to the discretion of the tryout committee.

Goalie Evaluations:

-Goalies will be given one goalie specific tryout (min. 1 hour) in additional to the 4 tryout sessions at their respective division. Each goalie will be scored by 4 evaluators during this session.

-At the player ranking meeting, goalies will be ranked based on the average of the 4 scores they received in the "goalie only" tryout. If there are two goalies with very similar scores, they may both be put into the bubble at the tryout committee's discretion and the final decision would then be left up to the head coach.

Potential variances:

-If once a coach is presented with their bubble player list he or she feels there are some misplacements, they may submit a formal appeal to the board providing specific details regarding the players ability and reasoning why the player should be moved to eligible or ineligible for selection.

-If a player is unable to attend at least 2 tryout sessions due to scheduling conflicts with tryouts for a higher calibre of hockey (AA or AAA), or an injury/illness:

- 1) Barrhead Minor Hockey needs to be notified prior to commencement of the missed tryouts.

- 2) The player will automatically be placed in the bubble for the highest calibre team in their respective division and will get 3 ice times with that team to serve as a fair tryout. The final decision will be left up to the head coach whether the player is selected for the team or not.

-If a player needs to miss no more than 2 tryout sessions due to scheduling conflicts with tryouts for a higher calibre of hockey (AA or AAA), or an injury/illness:

- 1) Barrhead Minor Hockey needs to be notified prior to commencement of the missed tryouts.

- 2) The players score for the sessions they did attend will be averaged and then placed as their score for the sessions they missed.

*Note – This scenario does not insinuate all tryouts are not mandatory. BMHA must be notified and provided with adequate justification of the absence before a score averaging method will be approved for final player ranking.

While BMHA will strive to keep this process consistent year over year, adaptations may have to be made to deal with each unique set of circumstances.