



## **Cochrane Minor Hockey Evaluation Guideline for Intro to Hockey**

### **Purpose:**

- Introduction hockey for children aged 5, 6, 7 and 8 years old (as of January 1). The key focus is to have fun.

### **Objective:**

- To provide a fair and impartial assessment of players total hockey skill set to form balanced and competitive teams for the Intro to Hockey Season.

### **Responsibilities:**

#### **Intro to Hockey Director:**

- Ensure evaluation schedule is complete and communicated to players and evaluators. Ensure adequate ice time is scheduled with help from the hockey office.
- Ensure spreadsheet and helmet identification (no names) are available.
- Collect evaluation data and provide player with an overall ranking as follows: A (Proficient), B (Average), C (Beginner) based on evaluation marks provided.

Provide support and encouragement as required.

### **Coaches:**

- Provide opinion on player's individual skill on seven key areas in the form of a numeric evaluation.
- Areas evaluated are:
  - 1) Forward and backward skating,
  - 2) turning,
  - 3) stopping,
  - 4) fall recovery,
  - 5) stick handling,
  - 6) passing and
  - 7) hockey sense.

### **Parents:**

- Ensure your child arrives on time and is dressed for their assigned ice time. The players must not have any expectation placed upon them. Lastly, ensure you remain on site and in view of the ice surface at all times of the evaluation process.

**Evaluation sessions are one hour in duration and attendance is mandatory.**

### **Process:**

- Players are divided alphabetically into three evaluation groups (i.e. A-G, H-K, L-Z)
- Each player is assigned a helmet sticker # which corresponds to an evaluation sheet. The stickers are to be placed to the front of the child's helmet for easy viewing.
- Drill #1, Frozen Tag (10 minutes) – Get the players moving on their skates
- Evaluate player skills as per the following (A) Superman – Proficient, (B) Batman – Average, (C) Pirate – Beginner ○ Break the players into three groups based on ability (does not need to be 100% accurate)