Evaluation: Game Play

1. Each evaluation game ice slot will be 60 minutes in duration. Games will start with a 5 minute warm up. U12 and up warm up: 2x full-ice laps followed by each team participating in a half- ice horseshoe drill at their respective ends. U10 warm up: 1x full-ice lap, followed by a breakaway shooting drill from their respective blue lines ((players in two lines and pass over the blue line to go in and shoot on net). Players are reminded to return rings to the lineup during warm-up as quantity may be limited. There will be a 1 minute half- time. Teams will not change ends at half-time. All games will have 2 x 26 minute run-time periods. Games will be 5 on 5 with 3 on 3 play used as scheduled. Games need to start on time so please be ready on time. Different age divisions may have slight differences in game format so please check your specific age division below for more information. If 3on3 is included periods should change to 2x18 min. periods of 5on5 with 18 minutes of 3on3 play. Goalie rotation if applicable should include equal playing time at 5on5 and 3on3.
2. If there are **2 goalies** at an age division they will change teams at half time (this will give each goalie 1x 26 min. session with each team). If **3on3** is included with **2 goalies** they will change teams at 9 minute mark of 3on3 play as well. If there are **3 goalies** at an age division they will rotate every 8.5 minutes (this will give each goalie an opportunity to play on each team and provide equitable ice time). If **3on3** is included with **3 goalies** they should rotate clockwise every 6 minutes throughout the entire ice time as the period length is adjusted to accommodate the 3on3. If there are **4 goalies** at an age division they will rotate every 13 minutes if the game is entirely 5on5 play (this will give each goalie 1x 13 min. session with each team and 2x13 min. sessions on the bench). If **3on3** is included with **4 goalies** they would rotate every 9 minutes during 5on5 play and switch places with the closest goalie on the bench at the 9 min. mark of 3on3 play. Goalies will have to change on the fly during game play according to rotation times when there are more than 2 goalies in attendance. Goalies will rotate in a clockwise direction. Starting goalies will be randomly selected by Evaluation head prior to the first ice-time and rotated for subsequent games. Divisions with **Half time goalies** will be given a goalie rotation schedule by their division head to accommodate evaluation ice time play as both goaltender and skater.
3. Shifts will be timed using a 60 second buzzer. U10 will use a 90 second buzzer as needed. Line changes will be fluid on the buzzer. The bench helpers do not need to wait for players to get off the ice prior to allowing new players on the ice. Bench helpers will attempt to open their respective gates simultaneously. Players will enter the ice from the gate nearest to center ice and return to the bench at the gate nearest to their own goalie. Players will need to keep their heads up! Players returning to the bench please give the right of way to playing coming onto the ice.
4. Players will line up in sequential pinnie order (Lowest to Highest). Position rotation will be assigned by bench parent at the door closest to center ice. The position rotation will be assigned as follows to the next 5 players on the ice: Center, Forward, Forward, Defence, Defence. Players **MUST** stay in order. If they are unable to get on the ice for any reason they will skip shifts until they are able to rejoin the lineup in the correct pinnie order. Bench helpers are not allowed to coach the players. They are to clearly notify the next on- ice shift of their positions. Bench helpers are responsible for ensuring the players are entering the ice in the correct (sequential) pinnie order and lining the players up on the bench correctly. Only at the U10 level a bench helper may remind a player which end of the ice their position is allowed into, for example: you are defence and are only allowed in the end with your own goalie but are not allowed into the end with the other team’s goalie). In games where position preference has been accommodated a player will play that assigned position for the entire 5on5 portion. Players must stay in sequential pinnie order (Lowest to Highest) within their position…for example: if the Defence door has 5 players…you must stay in the same player order for the entire game (pinnies #3, #6, #10, #12, #14, #3, #6...). If your position has an even number of players you will be asked to change partners at half time.
5. Each evaluation game will have one on- ice referee or on -ice facilitator. During game play whistles and down-time will be avoided. A center ice free pass will only be utilized at the start of the game and at the start of the second period. Teams will alternate possession of this free pass. When the buzzer sounds for a shift change the players will be asked to leave the ring where it lies, if necessary the referee/facilitator will put the ring into play during line changes. After every goal a new ring will be put into play toward center-ice by the referee who will call out “new ring” and then retrieve the alternate ring from the net. Goalies are advised not to retrieve the ring from the net, unless they have adequate time to do so. For minor infractions (crease violations, blue line infractions, 4 in the zone…) the referee will raise their hand to show evaluators that an infraction has occurred but game play will remain ongoing. For major infractions (penalties) the referee will blow her whistle to stop play and indicate the pinnie number to the evaluators of the player receiving the penalty and then the referee will put the ring back into play with an attempt made to give possession to the other team. There are no other changes from standard game play, Shot clock is used for u12 and above, goalie ring remains unchanged….

U10

Game #1- 3on3 play only \*90 second shifts

Game #2- Both 5on5 and 3on3 play

Game #3- 5on5 play only

U12

Both 5on5 and 3on3 play at all ice times

U14

Game #1- Both 5on5 and 3on3 play \* Position Rotation

Game #2- Both 5on5 and 3on3 play \*Position Rotation

Game #3- Both 5on5 and 3on3 play \*Position Selection

U16/19

Game #1-Both 5on5 and 3on3 play \*Position Rotation

Game #2- Both 5on5 and 3on3 play \*Position Selection

Game #3= 5on5 with possibility of 3on3 if requested by coaches/evaluators \*Position Selection

\*There will be some changes to Evaluations if combined teams are needed for viability. These changes will be communicated to you by your division head.

\*The Evaluation committee reserves the right to make changes to the evaluation process, and or game formats as needed. The evaluation policy is the guiding body for evaluations and will be revaluated for required/desired changes at the end of the season.

\*If you will be missing at an Evaluation ice time please contact your division head or the VP of Cochrane Ringette for an excused absence and/or to better allow them to plan the ice times. Thank you

Work Hard and Have Fun!