Evaluator Instructions

Evaluators should be prepared to take the position seriously. It is a volunteer job but has a great impact as it determines where players are placed for the coming season. Evaluators are asked to volunteer to evaluate only in divisions below which their child is currently playing (for example U14 parents evaluate U12 or below). At no time, can any parent evaluate the division in which their child is playing. If you are otherwise related to a child on the ice contact the Evaluation Head for direction. If you have additional ringette experience and feel you are capable of evaluating an older age division please do so. Please refrain from talking during evaluation games.

SKILLS:

 The skills to watch out for are available in the evaluation policy and as follows:

**Skating**- skating speed and skills (forward skating, backward skating, stops and starts, tight turns, cross-overs)

**Ring Handling**- passing and receiving the ring, shooting, skating with the ring

**Game Play** –engagement in the game, competitiveness, checking, effort/participation, positioning (defensive and offensive), man on man coverage, decision making on the ice

\*Please remember that ringette is a game with both OFFENCE and DEFENCE be sure to evaluate player skills when on defence as well as offence.

U14 and above may have games where during 5on5 play all players play a selected position and do not rotate positions. This should be noted on your scoresheet by the division head beside their pinnie number. There may be players on the ice that are not being evaluated (typically at the center position). You must still give at least one minimum and one maximum score to the players being evaluated during these games. If appropriate please ensure players of different positions with equal skill level at their selected position are given the same score (for example the strongest forward and strongest defence are both given a score of 15- they may be on the same or opposite teams).

GOALIE SKILLS:

**Skating/Positioning** - shuffle and t-push, telescoping and retreating, side slides, butterfly drop, toe kicks, basic stance, stick placement/stick handling, finding and hugging posts, angling the shooter

**Ring Placement**- throwing technique and accuracy, decision making, timing

**Game Play** - drop and return to basic stance, effort, recovery after goals, participation

Evaluators are encouraged to think about what process works the best for them, some options are:

1. Making notes and/or using check marks and x marks to track performance
2. Identifying the most and lease developed player and using them as a measuring stick for others
3. Ranking the players and adjusting the final score to accommodate their rank

SCORING \*Use the Full Range of scores from 3-15. You **MUST** include **at least one** score of 3 and one score of 15 on every scoresheet, preferably you would give 2 players the highest score and 2 players the lowest score…this helps spread out the scores throughout the middle players.

Players will be given a score from 1-5 on each of the 3 skills. All evaluator scores will be added together and divided by the total number of evaluators after each evaluation session. Scores are not cumulative between ice times (except in the round robin format to form 3 teams). Players are ranked after each ice time.

**1**: Weakest: limited ability most of the time

**2**: Weak: some ability some of the time, minimal participation

**3**: Average: adequate ability most of the time

**4**: Strong: above average most of the time

**5**: Strongest: always above average

Evaluators are also be asked to provide a ranked order of players from each team to help separate equal scores. If one team has less players when you are ranking them leave the best fit ranking spot empty on the smaller team so players of equal skill from opposite teams are ranked equally. #1 is the highest rank.

Please ensure your name, the date and time and the division are on your sheet!