



# Hockey Canada Development Programs

## Player Evaluation / Selection



**2018 - 19**

# TABLE OF CONTENTS



**2 TABLE OF CONTENTS**

**3 INTRODUCTION PLAYER  
EVALUATION / SELECTION**

**6 TALENT IDENTIFICATION**

**16 EVALUATION STRUCTURE  
/ CRITERIA**

## VISION: WORLD SPORTS LEADERS

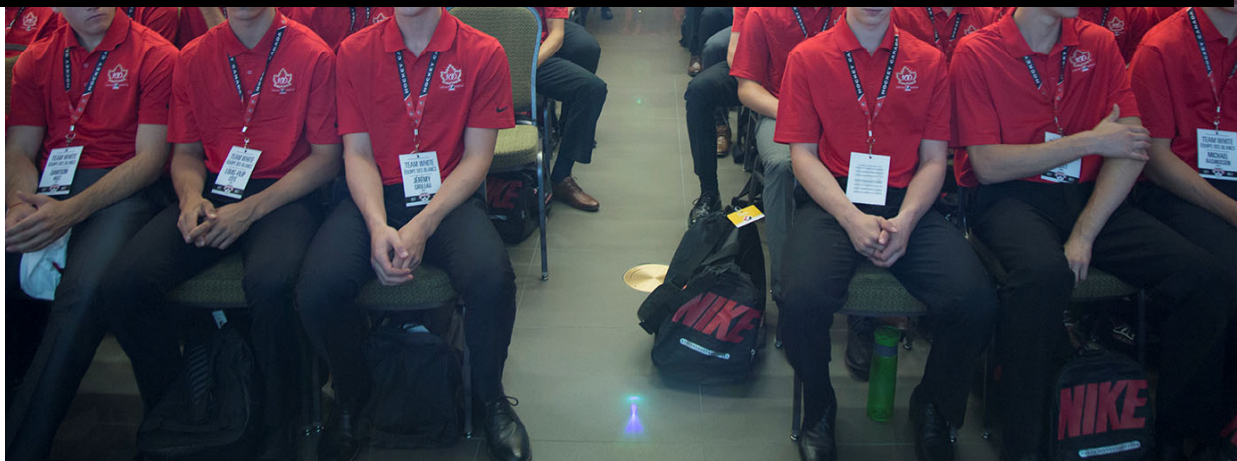


**Player Evaluation / Selection**



# WHAT IS LONG TERM PLAYER DEVELOPMENT?

Keep as many kids as possible  
playing at as high a level as possible  
For as long as possible



By implementing a **standardized technical curriculum and methodology for instruction**, your association is building a foundation for athletes to enjoy the game of hockey and reach their potential. While it should be the goal of each team to be successful in their league, the player development process should be at the forefront of each team and this **development component must not be compromised.**

# WHAT IS PLAYER EVALUATION?

**Talent ID is about keeping kids around long enough to see what they can really do!**



- ❖ If you Pick him / her – Play him / her!
- ❖ A coach's job is to develop every player to contribute to the team
- ❖ All players deserve the same opportunities – you never know who will flourish to become a great player



# WHAT IS PLAYER EVALUATION?

Many youth sports coaches claim to be great talent identifiers, and point to the results of their 11-year-olds' all-star team as proof. Yet they are not talent identifiers. They are talent selectors.



**Talent selection** is the culling of players with the *current* ability to participate and be successful in events taking place in the near future.

**Talent identification**, on the other hand, is the *prediction of future performance* based upon an evaluation of current physical, technical, tactical and psychological qualities. Talent selection is pretty simple; **talent identification** is an art. One yields great results today; the other builds elite athletes and winning teams for the future.



# WHAT IS PLAYER EVALUATION?

**Our current “win at all costs” youth sports culture promotes talent selection**



When a coach is pressured to win by parents or a club, or when he or she feels the need to win to serve their own ego, that coach becomes a talent selector. When you are focused on talent selection, you are picking athletes to help you win now, and cutting ones that will not.

You naturally select the biggest, strongest and fastest young athletes, and play them extensive minutes. You limit playing time for the kids who are not up to snuff, and tell them they need to work harder, get tougher, etc., if they want to play more.



# PLAYER EVALUATION FORMAT

## Must have a minimum of 3 formal tryout / evaluation sessions:

- Players should not tryout based on a specific position – players should be encouraged to play both Forward and Defence
- Players should be selected for teams based on their skill, not positional preference ie teams should be selected based on the top X number of players and not based on position specific player preferences

## Recommended Evaluation Minimums

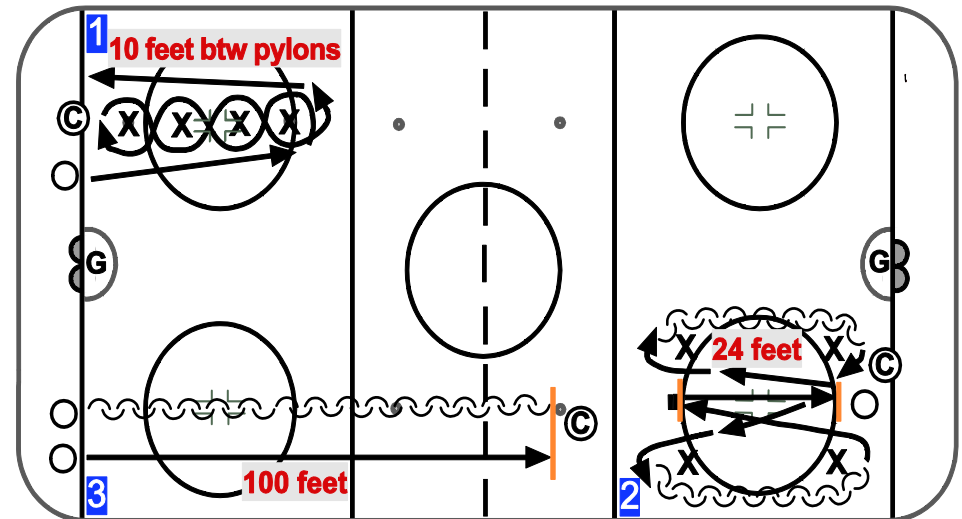
### 1) Skills Session

- Fwd Skating without / with puck
- Bwd Skating without / with puck
- Transition Skating without / with puck
- Agility Skating without / with puck

### 2) Small area games session

### 3) Formal game – 5 on 5

## Skills Session



# PLAYER EVALUATION TOOLS

Agility Weave – without / with puck



# PLAYER EVALUATION TOOLS

Transition – without / with puck



# PLAYER EVALUATION TOOLS

Forward Skating – without / with puck



# PLAYER EVALUATION TOOLS

Backward Skating – without / with puck



# PLAYER EVALUATION TOOLS

## Goaltender Drills



# PLAYER EVALUATION TOOLS

## Small Area Games

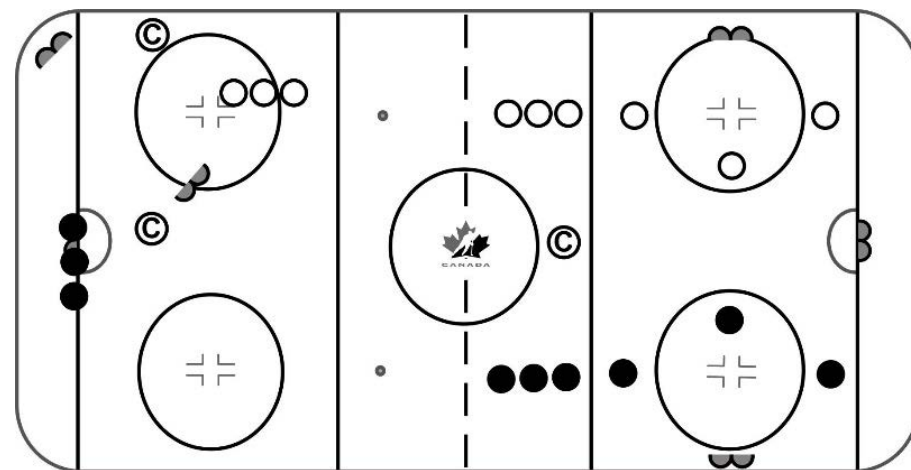
Small area games should be used as part of the evaluation sessions to get a sense of what players can do in a confined space:

- Hockey Sense
- Compete Level
- Puckhandling
- Skating ( Quickness / Agility )
- Read and React
- Goaltending

Options:

- 1) 2 on 2 in Corner
- 2) 3 on 3 Cross ice

## Small Area Games Session



# PLAYER EVALUATION TOOLS



## HOCKEY CANADA PLAYER EVALUATION



### Data Recording Sheet

PERSONAL INFORMATION				TEST RESULTS																		
Name		Position	Gender	Fwd Agility Weave		Fwd Agility Weave		Transition Agility w/o Puck		Transition Agility w/ Puck		Fwd Speed w/o Puck		Fwd Speed w/ Puck		Bwd Speed w/o Puck		Bwd Speed w/ Puck		Game Play	Hockey Sense	Compete Level
First	Last		M / F		R		R		R		R		R		R		R		R		R	
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