

# LACOMBE RINGETTE ASSOCIATION

## OPERATING PROCEDURES: EVALUATIONS



**Effective Date:** 22 August 2023

### Introduction

The Lacombe Ringette evaluation process strives to be fair for all players. The placement of individual players is determined by the player ranking data, which is a combination of UAA and Game Play evaluation scores.

### Purpose

- a) To provide a fair and impartial assessment of each players' total ringette skills during both skill sessions and game play sessions.
- b) To ensure that players have a reasonable opportunity of being placed on a team that is appropriate for their skill and development level for the current season.
- c) To form teams to maintain competitive play where the players can develop their skills and have fun playing ringette.

### Age Levels

Each player must register in and evaluate at their age level according to Ringette Alberta guidelines, defined as the player's age on December 31 of the registration year.

Special requests to move up or down an age group must be made to the Executive Committee. Players requesting movement are required to complete initial evaluations at their assigned age level as scheduled.

### Evaluators

LRA evaluators will be players and coaches with broad ringette experience, who do not have a child participating in that level, and ideally are at least one year removed from the age group.

The evaluators receive scoring sheets with only jersey numbers and no player names. The number of evaluators will depend on the number of players in each division. To maintain consistency in ratings, the same evaluators will be used for all sessions whenever possible. The scoring sheets will be collected by the Evaluation Coordinator after each evaluation session, and are kept confidential.

### Evaluation Sessions

The Evaluation Coordinator will select dates and times for evaluations in conjunction with the Ice Allocator. Once the schedule is set, all parents and players will be updated via email, social media, and the LRA website.

## **Player Evaluation process**

### Full-time Goalies (U14/16/19 only)

If required, goaltender evaluator(s) will assess goalies. Players choosing to be full-time goalies will be evaluated as a goalie separate from the skaters. The goalie evaluation will consist of a skills session followed by game evaluation.

Every attempt will be made to place players at a suitable level for their skillset regarding both goalie position and player position. Focus of goalie evaluations:

- a) Positioning and mobility (i.e. stance, angles, lateral movement, net position to shooter, recovery, finding open ice)
- b) Ring-stopping ability (i.e. reaction to shooter, low shots, high shots, dekes, breakaways)
- c) Ring-handling (i.e. ring recovery, ring control, ring distribution, throwing, and fakes)

### Universal Athlete Assessment (UAA)

All U10, U12, and U14 athletes (including goalies) are required to attend a UAA ice session as designated by Ringette Alberta. This will measure their skating proficiency in the areas of forward skating, backward skating, stops/starts, and tight turns.

### Game Play Evaluation – U10/12/14

Players may choose to not participate in the game play evaluation. In this case they will be given the lowest game play ranking of the group and assigned to a team accordingly.

Evaluation games at U10 will be half-ice 3v3 using a 90 second buzzer to indicate shift changes. Half-ice games allow all athletes to play offense and defense on every shift. Without assigned positions in a 3v3 game, athletes can better demonstrate their raw skills and it is easier for evaluators to assess their full abilities.

Participating players are divided into evenly-matched teams based on the ranking of the UAA scores. The jersey numbers are re-assigned after the UAA evaluation and after each scrimmage. Volunteers will be used on the benches to assist with shift changes and help ensure equality of ice time. Players should be rotating positions each shift, and eventually play all positions. Players are evaluated out of 4 possible points on:

1. Ring Control – this includes passing, receiving, and ring protection.
2. Shooting / Scoring Ability – driving to the scoring area, taking quality shots, and creating scoring opportunities.
3. Defensive Play – this applies to all positions:
  - a. Forwards – Forechecking, backchecking, channelling, anticipation, body position
  - b. Defense – Marking goalside, triangle positioning, gap control, channelling, body position
4. Game Sense – positioning, making good decisions both with and away from the ring, staying in control of their body and their stick, engaging in play when appropriate.

Skating is not included in the game play evaluation at U10/12/14 as that assessment is accomplished via the UAA. The total possible game play evaluation score at U10/12/14 is a maximum of 16 points.

The lowest and / or highest ranking players in the initial evaluation game may be excluded from further game evaluations to make the remaining middle ranked players easier to evaluate. If more than two teams will be formed at an age group, as is the case at U10, players may be split into higher and lower ranked groups for the second evaluation games (eg the higher ranked playing in one game, and the lower ranked in another game). This is to be determined by the Evaluations Coordinator and Division Director.

#### Game Play Evaluation – U16/19

As these athletes do not perform the UAA, their evaluation set up and assessment should include both skating and game play in each session.

Athletes may prefer to declare a position that they wish to try out for in these age groups, and if so, this should be taken into consideration when splitting the group into teams. Players are divided into even teams based on team placement from the previous season and declared positions. The jersey numbers are re-assigned after each session. Players should rotate through and eventually play all positions during each game if undeclared.

If a 75 minute ice slot is available for the game evaluation, athletes should complete drills that match the categories being evaluated at the beginning of the session before starting the scrimmage. Evaluators will assess athlete performance both during the drills and the scrimmage. Skating drills which include backwards skating and pivots will provide better information about the athletes' skating ability than game play only. The drill portion should take 20-25 minutes of the ice time. See Skate Plan example at the end of this document

Players are evaluated out of possible score of 4 on:

1. Skating – for both forwards and backwards skating this includes power, speed, agility, transitioning, and balance.
2. Ring Control – this includes passing accuracy, receiving, ring protection, and maneuvering with the ring at speed and through traffic.
3. Shooting / Scoring Ability – driving to the scoring area, taking quality shots, creating scoring opportunities, making good decisions on when and where to shoot from.
4. Defensive Play – for all positions any time their team does not have the ring, pressuring the ring-carrier, marking up, staying with their check, channelling, body position:
  - a. Forwards – Forechecking, backchecking, anticipation
  - b. Defense – Staying goalside, triangle positioning, gap control, protecting the net
5. Game Sense – anticipating the play, making good decisions both with and away from the ring, staying in control of their body and their stick, engaging in play when appropriate, communicating with teammates, attitude and body language.

The total possible game play evaluation score at U16/19 is a maximum of 20 points.



### Game Play Evaluation Scale (all age groups)

Evaluators will assign a score of 1 (weakest) to 4 (strongest) in each section on the ratings sheet. Scores are assigned relative to expected abilities of the age group.

Score	Concept	Characteristics
4	<b>Dominating</b>	Very noticeable Jumps out at you Stands out amongst the group Consistently involved in the play
3	<b>Above Average</b>	Noticeable Jumps out occasionally In the top 25% of the group Mostly involved in the play
2	<b>Average</b>	Keeps up with the bulk of the group Shows potential Skills need polish Occasionally involved in the play
1	<b>Below Average</b>	Lags behind the play Weaker skills than the bulk of the group Does not position correctly Hardly involved in the play

### Team Formation

After all game play evaluations are complete, the Evaluations Coordinator and Division Directors will create preliminary teams based on the player ranking data, which is a combination of UAA and game evaluation scores.

At U10, team formation is subject to age restrictions as outlined by the Executive Committee. Age limits are the players' age on December 31, as follows:

- U10-1 teams will not include players that are 9 years old (in their final year of U10)
- U10-2 teams may include players of any age
- U10-3 teams will not include players that are 6 years old (in their first year of U10)

### Weighting of Scores

	U10	U12	U14	U16	U19
UAA SKILLS SESSION	60%	50%	40%	N/A	N/A
GAME PLAY SESSION	40%	50%	60%	100%	100%

In the event that the Evaluations Coordinator has a child in an age group, a member of the Executive Committee will take their place for that age group. No one outside of the Evaluations Coordinator (or their Executive Committee designate) and the Division Directors will have

access to the evaluations data. No one will be allowed access to data for an age group where they have a child participating.

The preliminary teams will be presented to the Executive Committee for discussion and approval before being released to the athletes and their families.



## U16/19 Evaluations Skate Drills

### Notes:

Need pylons

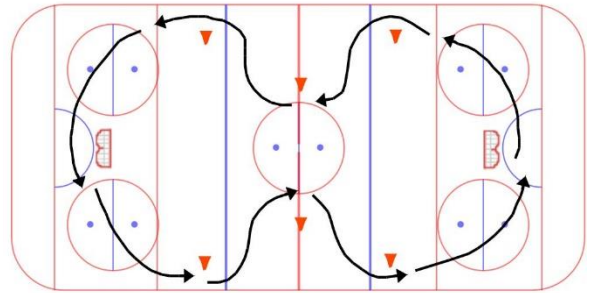
20-23 skaters

Requires on-ice coaches

### Warmup – 5 minutes

#### **Butterfly - wide:**

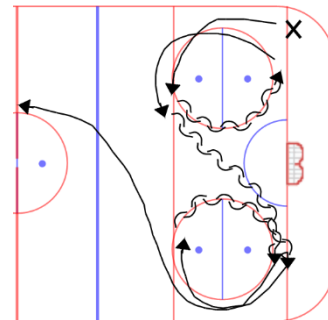
- crossovers at pylons
- change directions halfway through



### Skating – 5-7 minutes

**Skating:** 5 circles backwards crossovers x 2 and pivots x 1.

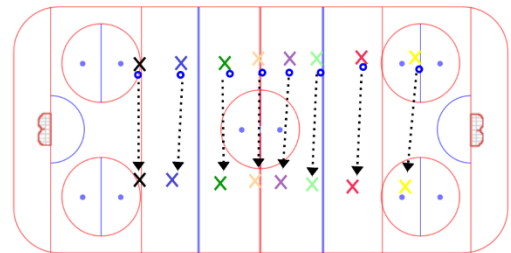
- Twice backwards
- Once with pivots so they always face the far end of the rink



### Passing – 2-3 minutes

#### **Partner passing:**

- Facing your partner
- Spaced out approx. from faceoff dot to faceoff dot
- Forehand, backhand, and moving back and forward

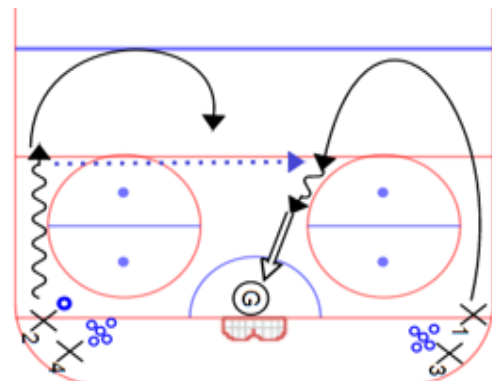


Goalies do extra stretching as needed

### Goalie warmup – 5 minutes

#### **Half ice horseshoe:**

- Skate before passing
- Nice flat pass along the ringette line
- Pick up ring & hard shot – no dekes/fakes



**1v1 from corner:**

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