

RED DEER CHIEFS 'A' BOX LACROSSE

GOALIE EVALUATION CRITERIA

GOALTENDER RATINGS

- 5 – (Exceptional) Reserved for top 1-2% only
- 4 – Impact Player
- 3 – Above Average / High Potential
- 2 – Average / Project
- 1 – Below Average / Wildcard

POSITIONING

- | | |
|-----------------------|---|
| Angles | Reads the play, positions body in the correct position, aware of net location, and square to shooter. |
| Form | Looms large in the net, taking away openings from shooter, makes first save, and makes saves look easy. |
| Aggressiveness | Demonstrates ability to read the play and know when to challenge shooters vs. read for the pass. |

MOVEMENT

- | | |
|--------------------------|---|
| Reactions | Uses quick reads, reactions, and reflexes to stop shots. |
| Lateral Quickness | Moves quickly laterally across the crease. |
| Recovery | Ability to recover quickly to a position to take away rebound shot. |

STICK SKILLS

- | | |
|---------------------------|---|
| Loose Ball Control | Easily picks up balls on the floor, on a bounce, and in traffic. |
| Active Stick | Demonstrates active stick for knocking balls loose, taking away shooting/passing lanes, and maintains stick control to not get checked or take unnecessary penalties. |

PASSING

- | | |
|---------------------------|---|
| Loose Ball Control | Easily picks up balls on the floor, on a bounce, and in traffic. |
| Active Stick | Demonstrates active stick for knocking balls loose, taking away shooting/passing lanes, and maintains stick control to not get checked or take unnecessary penalties. |

ENGAGEMENT

- | | |
|------------------------------|--|
| Communication | Communicates well with teammates and is able to set the ball or move it for teammates. |
| Work Ethic | Level of overall effort and compete level, never gives up on play. |
| Confidence/Level Head | Level of maturity; stays level-headed and in the game. Responds well after goals against. |
| Awareness | Aware of flow of game and focused, even when play is in the other end. Anticipates and hustles to bench when appropriate (extra attacker etc.) |