Evaluation CRITERIA

Universal Player Evaluation

Skills for Assessment Overview:

The following is an overview of the skills that will be assessed during the evaluation process. Player's will receive a mark out 5 on each of the skills listed below

Marks Breakdown:

1 = Poor, 2 = Below Average, 3 = Average, 4 = Above Average, 5 = Outstanding/Dominant

1. Skating Skills:

- a. Skating
 - i. Forward (including Crossovers)
 - ii. Backward (Including Crossovers
 - iii. Turns
 - iv. Pivots
 - v. Stops and starts

2. Ringette Skills

- a. Passing and Receiving
 - i. Forehand pass
 - ii. Backhand pass
 - iii. Receiving a pass
 - iv. Type of pass [lead, drop, flip, head on, etc.)
- b. Shooting
 - i. Forehand/Wrist Shot
 - ii. Backhand
 - iii. Slider
- c. Checking & Ring handling
 - i. Sweep check
 - ii. Aggressiveness
 - iii. Checking in the boards
 - iv. Checking with team mates
 - v. Checking with two hands
 - vi. Placement of hands on stick

3. Game Play Offensive

- a. Offensive:
 - i. Breakout & getting open
 - ii. Passing
 - iii. Fore-checks
 - iv. Shooting
 - v. Use of Picks, screens and posts
 - vi. Teamwork
 - vii. Positioning in Offensive zone
 - viii. Ability to adjust to opposition
 - ix. Involvement in Play
 - x. Game Sense Ability to change roles throughout game

4. Game Play Defensive

- a. Defensive:
 - i. Breakout & goalie ring support
 - ii. Coverage
 - iii. Passing
 - iv. Supporting teammates
 - v. Team work
 - vi. Checking
 - vii. Positioning in Defensive zone
 - viii. Ability to adjust to opposition
 - ix. Involvement in Play
 - x. Game Sense Ability to change roles throughout game

Goalie Evaluation Criteria:

The following is an overview of the skills that will be assessed for goalies. Skating ability will follow the same guidelines as players. Marks breakdown is the same.

1. Mobility – Skating Skills

- a. Mobility
- b. Lateral movement
- c. Forward
- d. Backwards
- e. Overall Skating ability

2. Game Skills

- a. Stick Work
- b. Ring Skills [Goalie Ring]
- c. Positioning

3. Goalie Specific

a. Style of Play