

2025-26 Ringette Alberta Tiering Committee: U16 Recommendations

Association	Enhanced Player Path Counts (1)					League (leave blank to exclude from total team count)	U16 Team Slate				Player Path Success Correlation (2)			Expected GPG Per Player (3)		
	AA	A	B	C	Tot		AA	A	B	C	U16A	U16B	U16C (%AA/A/B path)	U16A	U16B	U16C
EDM-3	7.1	11.9	10.7	23.3	53.0		0	1	1	1	94%	58%	0%	0.94	0.62	0.90
EDM-4	7.1	11.9	10.7	23.3	53.0	BGL	0	1	2	1	99%	53%	0%	1.20	0.51	0.97
SPK-3	3.8	16.8	22.5	6.9	50.0	BGL	0	1	2	0	89%	64%	0%	1.11	0.49	n/a
SPK-4	3.8	16.8	22.5	6.9	50.0		0	2	2	0	64%	53%	n/a	0.79	0.46	n/a
STA	0.9	11.8	13.1	18.2	44.0	BGL	0	1	1	1	71%	62%	0%	0.37	0.82	0.46
RDR	0.6	12.1	8.1	12.2	33.0	BGL	0	1	0	1	56%	n/a	28%	0.69	n/a	1.35
SGV	0.5	15.6	9.4	6.5	32.0	BGL	0	1	1	0	82%	44%	n/a	0.36	0.54	n/a
BMT+LED	0.0	3.1	8.6	16.3	28.0	BGL	0	0	1	1	n/a	67%	0%	n/a	0.47	0.47
LAC	2.2	11.6	11.2	4.2	29.1	BGL	0	1	1	0	84%	57%	0%	0.63	0.60	n/a
FMC	0.0	2.2	7.5	4.2	14.0	BGL	0	0	1	0	n/a	55%	n/a	n/a	0.34	n/a
DVY	0.2	8.3	1.5	0.1	10.0	BGL	0	1	0	0	63%	n/a	n/a	0.41	n/a	n/a
PEM	0.0	0.3	3.0	4.7	8.0											
CBV-5	4.3	21.4	32.8	21.4	80.0		0	2	2	1	61%	61%	0%	0.38	0.44	0.97
CBV-6	4.3	21.4	32.8	21.4	80.0	CRL	0	2	3	1	85%	60%	0%	0.43	0.45	0.74
CNW-4	3.4	20.8	9.6	28.2	62.0	CRL	0	2	0	2	57%	n/a	9%	0.44	n/a	0.70
CNW-5	3.4	20.8	9.6	28.2	62.0		0	2	1	2	86%	60%	0%	0.43	0.92	0.57
CSO-3	2.3	11.5	16.3	24.9	55.0		0	1	1	1	55%	49%	0%	0.29	0.22	0.33
CSO-4	2.3	11.5	16.3	24.9	55.0	CRL	0	1	2	1	87%	47%	0%	0.28	0.27	0.36
RISE	1.3	8.4	2.6	18.7	31.0	CRL	0	1	0	1	47%	n/a	0%	0.41	n/a	0.52
AIR	1.3	13.9	9.8	9.1	34.0	CRL	0	1	1	0	70%	35%	n/a	0.44	0.34	n/a
LTH	0.8	13.7	8.7	9.3	32.5	CRL	0	1	1	0	71%	34%	n/a	0.58	0.36	n/a
MHT	0.0	2.6	7.2	1.2	11.0	CRL	0	0	1	0	n/a	71%	n/a	n/a	0.48	n/a
COC	0.0	2.3	5.1	3.6	11.0	CRL	0	0	1	0	n/a	54%	n/a	n/a	0.27	n/a
FRA	0.0	0.9	2.0	12.1	15.0	CRL	0	0	0	1	n/a	n/a	20%	n/a	n/a	0.65
CRL							0	8	9	6						
BGL							0	7	9	4						
Total							0	15	18	10						

Notes

- 1

Enhanced Player Path Counts is the expected number of players that fit into the AA/A/B/C divisions based upon the playing history of each registered player. The probability of a player being placed in a tier is a function of the tiering of each player from their past two seasons, and is adjusted for team success for both seasons.
- 2

Player Path Success Correlation is a function of the percentages of AA/A/B/C players that are expected to populate the teams, which is based on the Enhanced Player Path Counts and the Selected Team Slate for each association. These correlations were developed using player path data for actual rosters from past seasons.
- 3

Expected GPG is the average goals per game that are expected for the players that are expected to be assigned to each tier. The expecteded tiering assignments are calculated from the players with the highest (AA+A) player path probabilities for the A teams and from the players the highest C player path probabilities for the C teams. Goal scoring expectation for each player is calculated based upon their goal scoring rate from the past season, multiplied by a data-correlated factor for the anticipated change in tier. ex. A U16A player who is expected to play U16A for their second year will have a higher mulitplier than a U16B player who is expected to play in U16A.