



# **PARKLAND HOCKEY GROUP**

**BASIS FOR EVALUATIONS**

## 1.0 Evaluation Objectives

The objectives of the Evaluation Process are:

- To provide each player the opportunity to evaluate to the best of their ability.
- To provide a fair, consistent and comprehensive evaluation of a player's total hockey skills during the timed and scrimmage sessions.
- To ensure that all players have a reasonable opportunity of being selected to a team appropriate to their age, level of skill and commitment to the game, as determined during the on-ice evaluations of the current year.
- To provide consistency in the evaluation process from year to year as players move through each division.
- To form teams to maintain balance and competitive play where the athletes can develop and participate equitably and have fun playing hockey during the season.
- To eliminate political maneuverings and interference from the player selection process and let players be evaluated on their own individual skills and development.

## 2.0 Evaluator Roles and Responsibilities

Parkland Hockey group provides an independent, non-parent evaluation for all levels of Novice, Atom, Peewee, Bantam and Midget.

Evaluators will:

- Review the evaluation criteria prior to the process to ensure that all Evaluators are evaluating the same skill with the same intent.
- Make sure that all Evaluators have the same evaluation page with the same pinnie numbers and colors.
- Stay physically separate and independent from all other Evaluators and parents during the evaluation process.
- Provide a fair, unbiased and thorough analysis of all players.
- Overall ranking will be provided from evaluators.
- Will not share comments or opinions with any parents/players or other interested observers.
- Maintain confidentiality of player scores and rankings at all times.
- Meet as a group to review and submit evaluation rankings at the end of each session to ensure that there are no errors and evaluation forms are 100% completed.



### 3.0 Overview of Skills – Novice and Atom

Evaluators should consider all skills when considering ranking the players. The following is a general overview of hockey skills that evaluators will consider. In Novice, Evaluators will be using the following information.

#### A. Skating

Acceleration, speed, mobility, agility, balance, stride, crossovers, pivots, acceleration out of turns, quick feet, controlled skating, change of pace.

- Can the players perform the basic forward and backward stride?
- Does the player look smooth when they skate or do they appear off balance?
- Can the player turn in both directions with little trouble or do they struggle to turn in one or both directions?
- Can the player stop in both directions? Younger players will often have trouble stopping in one direction?
- Can the player keep up with the play or do they struggle to stay with the other players on the ice?

#### B. Positional Play/Hockey IQ

Ability to see the play developing both offensively and defensively and moves to support, judgment, anticipation, understands systems, disciplined.

- Does the player have the ability to read the play?
- Does the player pick up the open man?
- Does the player show good positional play?
- Does the player make smart decisions?

#### C. Playmaking/Passing

Passing, receiving, passing choices, on backhand, unselfish with the puck, presents a good target, receives and retains with control, touch passing.



- Can the player pass the puck to its intended target with minimal effort?
- Can the player make an accurate pass to a moving target?
- Does the player call for the puck vs. banging their stick on the ice or saying nothing at all?
- Does the player passing the puck make eye contact with the intended receiver or do they just pass the puck blindly?

#### **D. Puck Control and Shooting**

Head ups, smooth and quiet, good hands, protection, in small spaces and in traffic, power, accuracy, quick release, can shoot in motion, goal scorer, rebound control, variety of shots.

- Does the player appear to be comfortable handling the puck while skating or do they appear to fight the puck and have trouble skating with some speed while handling it?
- Can the player keep his/her head up while carrying the puck?
- Can the player continue to handle the puck while in traffic and under pressure?
- Does the player get pushed or checked off the puck easily?
- Does the player follow through to the target on all shots?
- Can the player raise the puck?
- Is the puck shot with some velocity?
- Is the player accurate when shooting?

#### **E. Work Ethic/Competitiveness/Discipline/Attitude**

- Competitive, aggressive and the right attitude.
- Is the player unselfish?
- Does the player win the one on one battles?
- Does the player show sportsmanship?
- Does the player show competitiveness?



## 4.0 Overview of Skills – Peewee, Bantam and Midget

Evaluators should consider all skills when considering ranking the players. In Atom, Peewee, Bantam and Midget the following Criteria will be used:

### A. Skating

- Acceleration - gets to top speed quickly
- Overall quickness and foot speed
- Powerful stride
- Good balance and stability on skates
- Agility and mobility - moves well laterally
- Turns and pivots are smooth
- Ability to skate well both forward and backward

### B. Work Ethic/Competitiveness/Discipline/Attitude

- Competes and battles to the best of ability in all situations
- Wants to be first to the puck in all situations
- Consistently high work ethic
- Disciplined in all situations on/off the ice
- Displays a positive attitude at all times

### C. Tactical Skills/Hockey IQ

- Thinks quickly - reads and reacts well
- Supports teammates in all situations
- Drives the net effectively with and without the puck
- Positions self well when defending the rush
- Ability to see the play developing both offensively and defensively and moves to support, judgment, anticipation, understands systems, disciplined



#### **D. Skills – Puck Control/Passing**

- Handles the puck effectively at high speeds
- Good control in traffic - protects puck well
- Shows creativity with the puck
- Head up - looks for options and to head-man the puck
- Passes are crisp and accurate
- Passes and receives smoothly at high speeds

#### **E. Skills - Shooting/Scoring**

- Can score
- Strong and accurate shot with a quick release
- Has and uses a variety of shots
- Ability to read shot or deke options
- Gets into position to score

### **5.0 Player Movement**

After each evaluation scrimmage skate, Parkland Hockey Group evaluators may make recommendation for players to move up or down a group for the next skate. The Association will review the recommendations and make the needed moves for the next scrimmage skate.



## **6.0 Family Responsibilities**

### **A. Know your evaluation schedule**

- Be aware of the importance of evaluations and the corresponding schedules.
- Please respect that September is the primary month for evaluations, and that players are required to attend all scheduled sessions.
- Missed sessions may alter the process for all players. Contact your association early if your child is sick or injured.
- Understand the process yourself.

### **B. Help your child to be prepared**

- Upon arriving at the arena be sure to check in at the registration table.
- Be at the rink early enough for your child to be completely ready 15 minutes before the ice time starts.
- Players should be dressed and sitting on the benches in the dressing room with their sticks at the door.
- Make sure all their equipment fits, skates are sharpened and everything is in the equipment bag when you leave your home.
- Full equipment including neck and mouth guards are mandatory and must be in place for your child to participate in the evaluation process.

### **C. Help your child to stay positive and to always try their best**

- Help them understand the process: movement is how it works.

### **D. Respect the Evaluators**

- Do not sit by an Evaluator, ask Evaluators for player information or interfere with the Evaluators efforts to watch all the players on the ice.

### **E. Make sure your child is having fun**

