

CALGARY SABRECATS LACROSSE



2022 PLAYER EVALUATION & SELECTION PROCESSES
AND AGE GROUP COORDINATOR MANUAL

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ALL AGE DIVISIONS – EVALUATION COORDINATORS GENERAL INFORMATION

Evaluation Manual - Guidelines and Processes

This manual was originally developed by the 2014 Sabrecats Board of Directors in conjunction with coaching and coordinator volunteers from within the Sabrecats community. The purpose was to adopt a set of guidelines and rules that will help simplify and facilitate the yearly task of preparing and running evaluations. We recognize that dependent on registration numbers these processes may or may not fully encompass the necessities needed to organize each division. Therefore, it should be reviewed and updated by the sitting Executive each year prior to evaluations to ensure all points have been adopted and incorporated, including any changes to the divisional structure of lacrosse made by the CDLA or ALA.

Objectives of Player Evaluation

- To provide a fair and impartial assessment of a player's total lacrosse skills during the evaluation sessions.
- To ensure that players have a reasonable opportunity of being selected to a team appropriate to their skill level as determined during the evaluations of the current year.
- To provide consistency in the evaluation process such that both player and parent experiences are consistent from year to year as players move through the various levels of the association's programs.
- To form teams to maintain balanced and competitive play where the athletes can develop their skills, participate equitably, and have fun during the season.

Coordinators/Volunteer recruitment requirements:

The Director of Evaluations oversees evaluations for the entire association – 6U thru 16U. The Director will provide mentoring and training to our Age Group Coordinators to help meet our organizational requirements and ensure evaluation policies are being followed. They will have access to the evaluations ranking and scoring data for each division.

This information may vary slightly from age division to age division.

Age Group Coordinators will be required to recruit volunteers based on volunteer roles that parent's chose during the registration process.

- Evaluation Assistants - Player check-in, pinny distribution, on-floor help, wash pinnies

A Team Tryouts.

A Team Tryouts will be a combination of drills and scrimmage play. The process will be led by the Sabrecats Technical Director.

A Team Tryouts Evaluation Policy:

Each player registered in A Try-outs will be given up to 4 separate floor times in which they will be evaluated. There are no guarantees that any player will be granted more than one floor time as cuts will occur throughout the process.

During these floor times, each player will be evaluated on core lacrosse fundamentals appropriate for their age level including but not limited to: Passing/Catching, Shooting, Physical Endurance, Stick Skills, Athleticism, Defensive Ability, Overall Game Sense, Attitude/Effort and Lacrosse IQ.

Evaluators will be a mixture of Junior Aged Players, Coaches, as well as, experienced Sabrecat members. Team placement will be determined by the player's total combined score of all floor times.

A Team Tryouts Missed Evaluations:

Players are expected to show up for all evaluations unless they are informed otherwise. If a player is absent for one evaluation time, they will be assigned an average score of the two players ranked above them and the two players ranked below them from the previous evaluation. If a player misses the first evaluation, they will be assigned an average score of the two players ranked above them and two players ranked below them in the coach's end of season team rankings from the previous year. If any player is absent from two or more evaluations, they will be ranked using a combination of their current year evaluation results and the previous year coach's assessments. The ultimate placement must be approved by the Age Group VP, President, and Director of Evaluations.

If a player will miss an evaluation floor time due to injury, illness, or there is a legitimate personal, family, or medical emergency they must contact the Age Group Coordinator to explain the situation. Each case will be reviewed by the applicable Age Group VP, President, and Director of Evaluations to determine the best course of action.

Lock and Pick:

Peewee: Total 16 Runners: Top 10 Lock, 6 Coaches pick from players ranked 11-22.

Bantam: Total 18 Runners: Top 12 Lock, 6 Coaches pick from players ranked 13-24.

Midget: Total 18 Runners: Top 12 Lock, 6 Coaches pick from players ranked 13-24.

Team Formation

Involved in the process of team formation will be the President, Age Group VP, Age Group Coordinator, Director of Evaluations and Director of Coaching (with at least three of those being independent – no child involved in the process). If any of these individuals have a child involved in team formation they will excuse themselves from the process.

Final Cuts

Players who make it through all A evaluations but are not selected to the A team will be placed on a B level team without being required to participate in the B/C level tryouts.

All Other Evaluations

Various methods will be used including Drills, Scrimmage, and the Pod System. The Sabrecats Technical Director will lead the evaluation process.

Pod System:

Depending on the group and level, the Pod system is useful for the initial sorting of athletes. Understanding the pod system model prior to implementation is very important. The pod system is based on the understanding of working towards getting like ability players together in the same pod by the end of the overall evaluation. The size of the pods is not as important as the like ability. The most important factor in having an effective pod system is the frequency at which the players move between the pods. It is perfectly fine if the same player gets moved up and down multiple times throughout a floor time. That means that this player falls in the range between two pods and is being compared in both pods.

Key points to running the pods effectively:

- All pods should be doing the same drill at the same time. This will allow players to move frequently as players will be stronger in some drills than others.
- Use age specific, age and level appropriate drills.
- Evaluators are not grading players within their pod throughout the bulk of the floor time. They are simply looking for the top 1 or 2 (or more where necessary) to move up and the bottom 1 or 2 to move down. Middle of the range should remain in the pod.
- Very few players should have not moved at some point during floor time even if many players finish in the same pod they started.
- A floor “captain” should be moving about the floor – throughout the pods making sure players are constantly being moved up and down.
- In the last 5-10 minutes of the floor time, no further movement should occur so that the evaluator can provide a final rank for each player within their pod. This is imperative for the input to the ranking system spreadsheet and these rankings can be logged by the data input person in conjunction with the coordinator.
- If a scrimmage is done during the tail end or last 10 minutes of an evaluation time, players from 2 or 3 pods should be joined and split equally between the two teams. Pod evaluators would continue to rank players from their pod only.
- Initial pod setups should be done on the previous year’s team level and/or experience. However, if the system is run properly it shouldn’t matter where each player starts, with enough pod movement of 2 or 3 floor times they will land with like ability players.

Data Entry for Ranking

For transparency and fairness there will be two people entering all evaluation data. They will work in conjunction with the age group coordinator who will oversee the process. At the end of each evaluation, evaluation details are to be entered on-site. All evaluation sheets to be retained by the Executive Director.

Injured Players and Absent from Evaluation Guidelines:

Players are expected to show up for all evaluations. If a player is absent for one evaluation time, they will be assigned an average score of the two players ranked above them and the two players ranked below them from the previous evaluation. If they miss the first evaluation, they will be assigned an average score of the two players ranked above them and two players ranked below them in the coach's end of season team rankings from the previous year. If a player is absent for two or more evaluation sessions, they will be ranked using a combination of their current year evaluation results and the previous year coach's assessments. The ultimate placement must be approved by the Age Group VP, President, and Director of Evaluations.

If a player will miss an evaluation floor time due to injury, illness, or there is a legitimate personal, family, or medical emergency they must contact the Age Group Coordinator to explain the situation. Each case will be reviewed by the applicable Age Group VP, President, and Director of Evaluations to determine the best course of action. New players, with no experience, will be placed at the bottom; however, each player is subject to review by the Board on a case by case basis.

Team Formation

Where there is a parity requirement; use of the "snake system" off the final ranking will be used. For example; if there are 3 teams in the same division/level as follows;

Player	Team Red	Team Blue	Team Yellow
	1	2	3
	6	5	4
	7	8	9
	12	11	10

Involved in the process of team formation will be the President, Age Group VP, Age Group Coordinator, Director of Evaluations and Director of Coaching (with at least three of those being independent – no child involved in the process). If any of these individuals have a child involved in a team formation, they will excuse themselves from the process.

Player Exception Age Division Requests

Player exception requests will be considered only in 6U and 8U.

Movement requests at other age levels will be ONLY for player safety and preservation of program and will be reviewed on a case-by-case basis by the Age Group Coordinator, Age Group VP, and President.

Each player exception will be presented to, and voted on, by the CDLA for approval.

Team Size based on Registration Numbers

CDLA/ ALA team size mandated maximums:

6U is designed to be 10 kids per team. (Some exceptions may be allowed)

8U-16U are maxed at 18 runners and 2 goalies.

Once our team numbers are set - we can continue to accept late registrations provided it does not take us over the maximum team size.

Although team numbers can be a fluid exercise, we use a few guiding principles.

- 1) Team size maximums.
- 2) Goalies available.
- 3) Trying to maximize the number of kids playing.
- 4) Number of teams submitted at CDLA meeting based on registration at that point.

Confidentiality, Dispute Resolution and Appeals:

Confidentiality is paramount. Sharing ranking stats is unacceptable under any circumstances. Disputes primarily center on parental concern that their player has not been placed on the correct team. Parents are to be referred to the Sabrecats Policies and Procedures Manual as to the process involved to launch an appeal.

Goalie Evaluations

Declared goalies for all age groups will be given a minimum of one dedicated floor time as an initial skill assessment. This floor time will be run and evaluated by 3rd party evaluators and Sabrecats personnel with goalie expertise.

After this initial floor time, goalies who declare for A tryouts will go through that process. All goalies who either do not make an A team or elect not to tryout for A teams will continue to evaluate within their age group. They will be notified of their floor times by the same process as runners.

For 10U Goalies:

10U is considered a development league. It is an opportunity for those players who are interested in becoming a goalie to try it out. Those players who only want to be a goalie will be given that opportunity and evaluated as a goalie. The Age Group Coordinator, President, and Director of Evaluations will decide team placement based on the evaluation data.

Once placed on a team, there may be other players who are interested in playing goal. Those players must be given that opportunity. The declared goalie will be given the option to participate as a player for those impacted games.

FAQ for Players & Parents

These are questions that coordinators should be prepared to answer and provide feedback to parents and players.

When are the player evaluation sessions?

As an association, we have a set schedule in order to inform parents and players of their initial evaluation time and location as well as when further sessions may occur pending the results of the initial assessment.

How many evaluation sessions will there be?

Every parent and player should be aware prior to evaluations of the number of opportunities that the player will have to be assessed. Generally speaking, most age groups will have a target of 3-4 evaluation floor times.

What is being evaluated?

Dependent on age division, lacrosse IQ, athleticism, technical knowledge, overall skill, offensive ability, defensive ability.

Who will do the evaluations?

There are 3 key groups involved in the evaluations:

- Off floor coordinators and volunteers who will be responsible for tracking evaluations, contacting parents, players and scheduling sessions.
- On floor coaches to take players through the session.
- On floor evaluators who will be responsible to evaluate players during drills and scrimmages.

What should my son/daughter wear to the evaluation?

Full equipment is always mandatory. This includes:

- Helmet and Cage - For players aged 16 and under, all helmets must be CSA-approved for ice hockey, facemasks CSA-approved for lacrosse or CSA-approved for hockey with exceptions, or helmet and facemask unit approved by NOCSAE for lacrosse. Players aged 17 years and over are not required to use a CSA approved facemask for lacrosse until January 1, 2013. Until then, helmet and facemask configurations that were legal as per CLA policy and used in the 2011 season may continue to be used in the 2012 season.
- Shoulder Pads - One piece adjustable pad which offers protection for the shoulders and arms. Hockey pads with CSA approval are accepted.
- Elbow Pads /Slash Guards - When using hockey shoulder pads, elbow pads or slash guards provide additional protection. Ensure your player is protected between the shoulder pad and elbow pads and further down the arm.
- Back and Kidney Pads - Lightweight and wrap around to protect the lower back and kidney area.
- Gloves - Hockey gloves with CSA approval are accepted. Box lacrosse gloves offer excellent protection and agility.
- Athletic Support and Cup or Jill Strap.
- Basketball or flat court Shoes.
- Mouthguard

Players need to check in upon their arrival at the facility at which time they will be assigned a numbered pinny. The evaluators will only know the player's pinny number - not their name.

What happens after the evaluation sessions?

Upon the completion of evaluations players will be contacted by the coach of their team. The coach will outline:

- Practice schedule
- Game schedule
- Introduction of other coaches and managers
- Setting of first meeting with parents and players
- *The purpose of the Mini Tyke and Tyke leagues is to introduce, emphasize, and develop the fundamental skills of lacrosse. The focus of practices as well as games is to promote an environment that encourages participation, skill development, and overall enjoyment of the game.*

6U GAME INFORMATION & EVALUATION PROCESS

6U is for kids aged 4, 5 and 6 years old. The 6U program follows the guidelines as set forth by the Canadian Lacrosse Association Long Term Athlete Development Plan. CDLA format for 6U games:

- 3-on-3 during the two 15 minute games
- Session times - 1 hour
- 15 minute warm-up / skills - 15 minute game - 15 minute skills session - 15 minute game
- Running time
- Players on floor for 3 minute intervals during the 2 - 15min games
- Play the width of the floor
- No contact
- No referees - coaches manage the floor
- No penalties - stop when necessary to explain infractions
- The 'fall back' rule will apply meaning that when a goalie has the ball, the other team must go back to their zone and then they can pressure the ball. This gives goaltenders time to make an outlet pass, which must be to a player who is approximately 9 feet from the goalie. If the pass is not made then the play is blown dead and the ball returns to the goalkeeper.

Pre-Evaluation Coordinator Preparations:

This division age coordinators should realize the most important function is communication with the parents. Making sure parents are aware of the evaluation and season dates, responding to friend requests and ensuring the players are properly equipped. Teams are created primarily on parent requests, balancing by birthdate and observing athleticism to create team parity for this age division.

- Communicate with Executive Director to pull final registered player list. Keeping in mind there will likely be late registrants that will need team placement after evaluations.
- Create player/parent spreadsheets for email communication and team coordination.
- Send an early communication email to everyone that they will receive another email outlining when/where the evaluation will occur. In the primary email include equipment requirements.
- Recruit volunteers (potential coaches) to help with evaluation.
- Recruit Check-in persons.
- Recruit Pinny collect/wash person.
- Attend Coordinators meeting that will be held prior to evaluations commencing where you can collect balls and yellow pinnies from Sabrecats locker room.

Evaluation Drills and Scrimmage:

Working with your on-floor coordinators and evaluators prepare the players to engage in 15 minutes worth of skills and 2 – 15 minute scrimmage sessions to identify top players and most athletic to aide in team parity.

Drills should be very basic:

- Run with stick no ball.
- Scoop/Carry/Run: (Evaluator should place ball in stopped position on the ground, player scoop, run to wall).
- Run/Scoop in the Corner: (Evaluator should roll the ball into a corner, player runs, scoops, carries ball back).
- Run/Carry thru Pylon/Shoot: (Evaluator should place ball in players net, have them run through a pylon course towards net, shoot on net, return to end of line).

Post Evaluation Coordinator Requirements:

- Once teams are divided (generally 10-12 players per team). The coordinator will work with coaches to communicate their team roster to parents/players. New teams can manage the schedule information once posted and recruit managers from within.
- Where there is a lack of coaches, work with the Director of Coaching to recruit parents to get involved.

8U GAME INFORMATION & EVALUATION PROCESS

8U is for kids aged 7 and 8 years old. The 8U program follows the guidelines as set forth by the Canadian Lacrosse Association Long Term Athlete Development Plan. CDLA format for 8U games:

- Tyke sessions are 1 hour - 2 - 30 minute sessions - one 30 minute warm-up/skills and one 30 minute game
- play full floor
- play 5 on 5 (with rotating goalie)
- 3 x 3 nets
- Referees are in attendance - on floor to call penalties and explain violations; players who repeatedly commit rule violations will be sent off the floor
- Contact Rule is "place & push"
- 3 minute shifts
- The 'fall back rule' applies; when a goalie gets the ball, all defensive players must enter their own zone. Once all defensive players are in their own zone, they are free to go wherever they want. The goalie must pass the ball to one of the offensive players who must be at least 9 feet from the crease.
- After each goal and the end of each shift, play shall start with the goalkeeper of the team that was scored on or was in possession of the ball at the end of the shift and the defensive players shall fall back to their zone.

Pre-Evaluation Coordinator Preparations:

This division age coordinators will require creating an evaluation process that observes athleticism to create team parity, there will be request for friends to play with friends that should be accommodated where ever possible. Ensure players are properly equipped by communicating requirements in early emails. Teams are created by balancing by birthdate and observing athleticism to create team parity for this age division.

- Communicate with Executive to pull final registered player list. Keeping in mind there will likely be late registrants that will need team placement after evaluations.
- Create player/parent spreadsheets for email communication and team coordination.
- Prepare ranking spreadsheet with player's names.
- Prepare Evaluation Sheets for Evaluators which will be populated with pinny numbers only.
- Send an early communication email to everyone that they will receive subsequent emails outlining when/where the evaluations will occur. In the primary email include equipment requirements.
- Recruit volunteers (potential coaches) to help with evaluations. You will need evaluators and drill facilitators
- Recruit data input person or be prepared to do your own (this is acceptable at tyke level).
- Recruit Check-in persons.
- Recruit Pinny collect/wash person.
- Attend Coordinators meeting that will be held prior to evaluations commencing where you can collect balls and pinnies, clipboards, pens from Sabrecats locker room.
- Run a de-brief session for your evaluators and facilitators to ensure everyone understands their roles and responsibilities.

Types of Evaluation Drills and Scrimmage:

- 1 man in corner (scoop loose ball drill)
- Pylon course run with ball/shoot drill
- Pylon course no shots stop/starts drill
- Run (looking for speed)

Post Evaluation Coordinator Requirements:

- Once teams are divided (12-15 players per team). The coordinator will work with coaches to communicate their team roster to parents/players. New teams can manage the schedule information once posted and recruit managers within.
- Where there is a lack of coaches, work with the Director of Coaching to recruit parents to get involved.

10U GAME INFORMATION & EVALUATION PROCESS

10U is for kids aged 9 and 10 years old. 10U is separated into like-skilled groupings. 10U will be divided into three like-skilled groupings – Development #1, Development #2, and Development #3 – the player numbers in each group will constitute one third of total registrations. The 10U program follows the guidelines as set forth by the Canadian Lacrosse Association Long Term Athlete Development Plan. CDLA format for 10U games:

- Novice games are 3-12 minute run sessions.
- Play full floor.
- Play 5 on 5.
- Referees - Regular box rules apply.
- Fall back rule - upon goalie possession of the ball, the offensive team must retreat to the restraining line the goalie must make a pass to a player from his/her crease to a player outside the 24' circle
- Play with the 30-second clock.
- Novice teams are encouraged to participate in the ALA Novice and Tyke Festival

Pre-Evaluation Coordinator Preparations:

This division age coordinators will require creating an evaluation process that observes athleticism to create team parity. Ensure players are properly equipped by communicating requirements in early emails. Teams are created by balancing skill and athleticism to create team parity set for this age division using a pod system.

- Communicate with Registrar to pull final registered player list. Keeping in mind there will likely be late registrants that will need team placement after evaluations.
- Create player/parent spreadsheets for email communication and team coordination.
- Prepare ranking spreadsheet with player's names pre-seed based on years' experience and age
- Prepare Evaluation Sheets for Evaluators which will be populated with pinny numbers only.
- Send an early communication email to everyone that they will receive subsequent emails outlining when/where the evaluations will occur. In the primary email include equipment requirements.
- Recruit volunteers (potential coaches) to help with evaluations. You will need evaluators and drill facilitators.
- Recruit 2 data input persons.
- Recruit Check-in persons.
- Recruit Pinny collect/wash person (one per floor).
- Attend Coordinators meeting that will be held prior to evaluations commencing where you can collect balls and pinnies, clipboards, pens from Sabrecats locker room.
- Run a de-brief session for your evaluators and facilitators to ensure everyone understands their roles and responsibilities.
- Do not let evaluators leave facility without ensuring that evaluation sheets are properly completed and legible as it will be used to facilitate player's final rank and teams.

Evaluation Drills and Scrimmage:

See pod system notes above and research age/division appropriate drills for format. Generally, run a 4 pod per floor system.

During the Evaluations

Communication with parents and players will need to occur to inform them of their floor times as they move through the process.

Post Evaluation Coordinator Requirements:

- Collect pinnies before players leave the field on last day of evaluations. Have the facilitators and volunteers standing at the doors to collect. Parent volunteer to wash them should be on hand to take duffle bags.
- Once teams are selected (13-18 players per team). The coordinator will work with coaches to communicate their team roster to parents/players.
- Where there is a lack of coaches, work with the Director of Coaching to recruit parents to get involved.
- New teams can manage the schedule information once posted and recruit managers within.

12U GAME INFORMATION & B/C EVALUATION PROCESS

12U is for players that are 11 and 12 years old. The 12U division is tiered into equal parity teams within 'B' and 'C' divisions based on the CDLA Tiering Document. Playoffs are played to determine city champions.

Pre-Evaluation Coordinator Preparations:

This division age coordinators will require creating an evaluation process that observes athleticism and tactical skills to create teams within B and C. Where there is more than one team in each level division parity should be assessed.

- Create player/parent spreadsheets for email communication and team coordination. Re-include unqualified A players.
- Prepare ranking spreadsheet with player's names and pre-seed based on previous year rank/team placement, years' experience and age.
- Prepare Evaluation Sheets for Evaluators to be filled out with pinny numbers only.
- Send an early communication email to everyone that they will receive subsequent emails outlining when/where the evaluations will occur. In the primary email include equipment requirements.
- Recruit volunteers (potential coaches) to help with evaluations. You will need evaluators and drill facilitators. Minimum 1 Evaluator and 1 facilitator per pod per floor. Likely you will have these in place if you get people who helped facilitate the A try outs to continue with the volunteer commitment for this division.
- Recruit 2 data input persons.
- Recruit Check-in persons.
- Recruit Pinny collect/wash person (one per floor).
- Attend Coordinators meeting that will be held prior to evaluations commencing where you can collect balls and pinnies, clipboards, pens from Sabrecats locker room.
- Run a de-brief session for your evaluators and facilitators to ensure everyone understands their roles and responsibilities.
- Do not let evaluators leave facility without the Evaluation Sheets properly completed and legible as it will be used to determine player's final rank and teams.

Evaluation Drills and Scrimmage:

See pod system notes above and research division appropriate drills for format. Initial seeding should be in pods based on previous year rank/team placement, age (1st or 2nd year) and years experience-

During the Evaluations

- Communication with parents and players will need to occur to inform them of their floor times as they move through the process.

Post Evaluation Coordinator Requirements:

- Collect pinnies before players leave the field on last day of evaluations. Have the facilitators and volunteers standing at the doors to collect. Parent volunteer to wash them should be on hand to take duffle bags.
- Teams are divided (15-18 players per team). There should be enough pre-determined coaches at this level otherwise recruitment may be required.
- Coaches will communicate with their new teams, manage the schedule information once posted and recruit managers within.

14U GAME INFORMATION & B/C EVALUATION PROCESS

14U is for players that are 13 and 14 years old. The 14U division is tiered into equal parity teams within 'B' and 'C' divisions based on the CDLA Tiering Document. Playoffs are played to determine city champions.

Pre-Evaluation Coordinator Preparations:

This division age coordinators will require creating an evaluation process that observes athleticism and tactical skills to create teams ranked B and C. Where there is more than one team in each level division parity should be assessed.

- Create player/parent spreadsheets for email communication and team coordination. Re-include unqualified A players.
- Prepare ranking spreadsheet with player's names and pre-seed based on previous year rank/team placement, years experience and age.
- Prepare Evaluation Sheets for Evaluators which will be populated with pinny numbers only
- Send an early communication email to everyone that they will receive subsequent emails outlining when/where the evaluations will occur. In the primary email include equipment requirements.
- Recruit volunteers (potential coaches) to help with evaluations. You will need evaluators and drill facilitators. Minimum 1 Evaluator and 1 facilitator per pod per floor. Likely you will have these in place if you get people who helped facilitate the A try outs to continue with the volunteer commitment for this division.
- Recruit 2 data input persons.
- Recruit Check-in persons.
- Recruit Pinny collect/wash person (one per floor).
- Attend Coordinators meeting that will be held prior to evaluations commencing where you can collect balls and pinnies, clipboards, pens from Sabrecats locker room.
- Run a de-brief session for your evaluators and facilitators to ensure everyone understands their roles and responsibilities.
- Do not let evaluators leave facility without the Evaluation Sheets properly completed and legible as it will be used to determine player's final rank and teams

Evaluation Drills and Scrimmage:

- Good pre-seeding makes for better initial day evaluations. Initial seeding should be in pods based on previous year rank/team placement, age (1st or 2nd year) and years experience. All groups noted may need to be merged in a pod above or below dependent on registered numbers.

During the Evaluations

- Communication with parents and players will need to occur to inform them of their floor times as they move through the process.

Post Evaluation Coordinator Requirements:

- Collect pinnies before players leave the field on last day of evaluations. Have the facilitators and volunteers standing at the doors to collect. Parent volunteer to wash them should be on hand to take duffle bags.
- Teams are divided (15-18 players per team). There should be enough pre-determined coaches at this level otherwise recruitment may be required.
- Coaches will communicate with their new teams, manage the schedule information once posted and recruit managers within.

16U GAME INFORMATION & B/C EVALUATION PROCESS

16U is the age group for players that are 15 and 16 years old. The 16U division is tiered into equal parity teams within 'B' and 'C' divisions based on the CDLA Tiering Document. Playoffs are played to determine city champions.

Pre-Evaluation Coordinator Preparations:

This division age coordinators will require creating an evaluation process that observes athleticism and tactical skills to create teams ranked B and C. Where there is more than one team in each level division parity should be assessed.

- Create player/parent spreadsheets for email communication and team coordination. Re-include unqualified A players.
- Prepare ranking spreadsheet with player's names and pre-seed based on previous year rank/team placement, years' experience and age.
- Prepare Evaluation Sheets for Evaluators which will be populated with pinny numbers only
- Send an early communication email to everyone that they will receive subsequent emails outlining when/where the evaluations will occur. In the primary email include equipment requirements.
- Recruit volunteers (potential coaches) to help with evaluations. You will need evaluators and drill facilitators. Minimum 1 Evaluator and 1 facilitator per pod per floor. Likely you will have these in place if you get people who helped facilitate the A try outs to continue with the volunteer commitment for this division.
- Recruit 2 data input persons.
- Recruit Check-in persons.
- Recruit Pinny collect/wash person (one per floor).
- Attend Coordinators meeting that will be held prior to evaluations commencing where you can collect balls and pinnys, clipboards, pens from Sabrecats locker room.
- Run a de-brief session for your evaluators and facilitators to ensure everyone understands their roles and responsibilities.
- Do not let evaluators leave facility without the Evaluation Sheets properly completed and legible as it will be used to determine player's final rank and teams

Evaluation Drills and Scrimmage:

- Initial pod setups should be done on the previous year's team level and/or experience. Initial seeding should be in pods based on previous year rank/team placement, age (1st or 2nd year) and years experience. All groups noted may need to be merged in a pod above or below dependent on registered numbers.

During the Evaluations

- Communication with parents and players will need to occur to inform them of their floor times as they move through the process.

Post Evaluation Coordinator Requirements:

- Collect pinnies before players leave the field on last day of evaluations. Have the facilitators and volunteers standing at the doors to collect. Parent volunteer to wash them should be on hand to take duffle bags.
- Teams are divided (15-18 players per team). There should be enough pre-determined coaches at this level otherwise recruitment may be required.
- Coaches will communicate with their new teams, manage the schedule information once posted and recruit managers within.

A TEAM TRYOUT EVALUATION PROCESS

Sabrecats A Team tryouts will be independently run and evaluated utilizing the services of the Sabrecats Technical Director, Jr aged coaches/players, and tenured, vetted Sabrecats coaches. Players who make it through all A evaluations, but are cut after the final session, will be placed on a B level team without being required to participate in the B/C level tryouts. Since the CDLA has moved to a single A team throughout the city, players not making A will not be granted an exception to play for another association. All borders are closed within the city for player transfers.

Pre-Evaluation Coordinator Preparations:

A Team tryouts will require creating an evaluation process that observes athleticism and tactical skills to create teams ranked A.

- Communicate with Registrar to pull final player list registered for A tryouts.
- Prepare data input ranking spreadsheet with player's names. Pre-seed based on previous year's rank/team placement, age and years' experience.
- Number of teams and size is dependent on how many register for A tryouts.
- Prepare Evaluation Sheets for Evaluators which will be populated with pinny numbers only.
- Send an early communication email to everyone that they will receive subsequent emails outlining when/where the evaluations will occur.
- Recruit lacrosse "professionals" and potential coaches to help with evaluations. There are many qualified people in the lacrosse world who can aid in the development of player by ensuring they are properly evaluated at this age/division.
- Recruit 2 data input persons.
- Recruit Check-in persons. Have the check in person remind the players to remember their pinny number. The qualifying numbers will be emailed after evaluations are complete.
- Recruit Pinny collect/wash person.
- Attend Coordinators meeting that will be held prior to evaluations commencing where you can collect balls and pinnies, clipboards, pens from Sabrecats locker room.
- Run a de-brief session for your evaluators and facilitators to ensure everyone understands their roles and responsibilities.
- Don't let evaluators leave facility without the Evaluation Sheets properly completed and legible as it will determine rankings

Evaluation Drills and Scrimmage:

A combination of Drills and Scrimmage based, utilizing the following general guidelines:

Session 1: skills and scrimmage (greater time on skills)

Session 2: skills and scrimmage (roughly equal time on both aspects)

Session 3: Skills and Scrimmage (greater time on scrimmage)

Session 4: All Game play

During Evaluations

Communication with parents and players will need to occur to inform them of their floor times as they move through the process. At the end of day 1 any player may be cut and players will be notified prior to the next series of evaluations whether they have been invited back to continue.

Post Evaluation Coordinator Requirements:

- Collect pinnies before players leave the field on last day of evaluations. Have the facilitators and volunteers standing at the doors to collect. Parent volunteer to wash them should be on hand to take duffle bags.
- Send an email out with the pinny numbers of players who made the team. With clear communication that if your number is not on the list you will need to attend the B/C tryouts and will be contacted again with those times.