RISE PROTOCOLS

Evaluation Procedures
- UAA scores will be used in evaluations, and the scores will be calculated as the skills portion in all divisions at 15%. 85% of player scores will come from gameplay evaluations. Skills are part of both UAA scores and are incorporated into gameplay as well.
- RAB evaluation rubrics will be adopted and used for all RISE divisions
- Goalies - At U12, they must do the regular UAAs but can be evaluated as goalie during games.
- U14 - U19 - Goalie Skills will be evaluated separately during UAAs using SMRA's (or RAB's) goalie rubrics. Evaluators will be needed for goalies only during the UAA skates.
- Skate 1 - UAA
- Skate 2 - 3 on 3 using SMRA's lineup matrix
- Skate 3 - Game 1 (5 on 5). At this stage, players may be skimmed
- Skate 4 - Game 2 (5 on 5)
- Skate 5 - Game 3 (5 on 5) - IF NECESSARY
- After Skate 4, the RISE committee will create rosters based on data numbers. Skate 5 will only be used if needed. The RISE committee consists of the three executives from each association. **A committee member MAY NOT be a part of the division in which their child plays.**
- Data Entry must be overseen by a RISE committee member who is not tied to the age division.
- U16 and U19 - Players will declare offensive or defensive preference with their $100 fee in the notes. The intention is to have players within their preferred positions for at least a portion of evaluations.

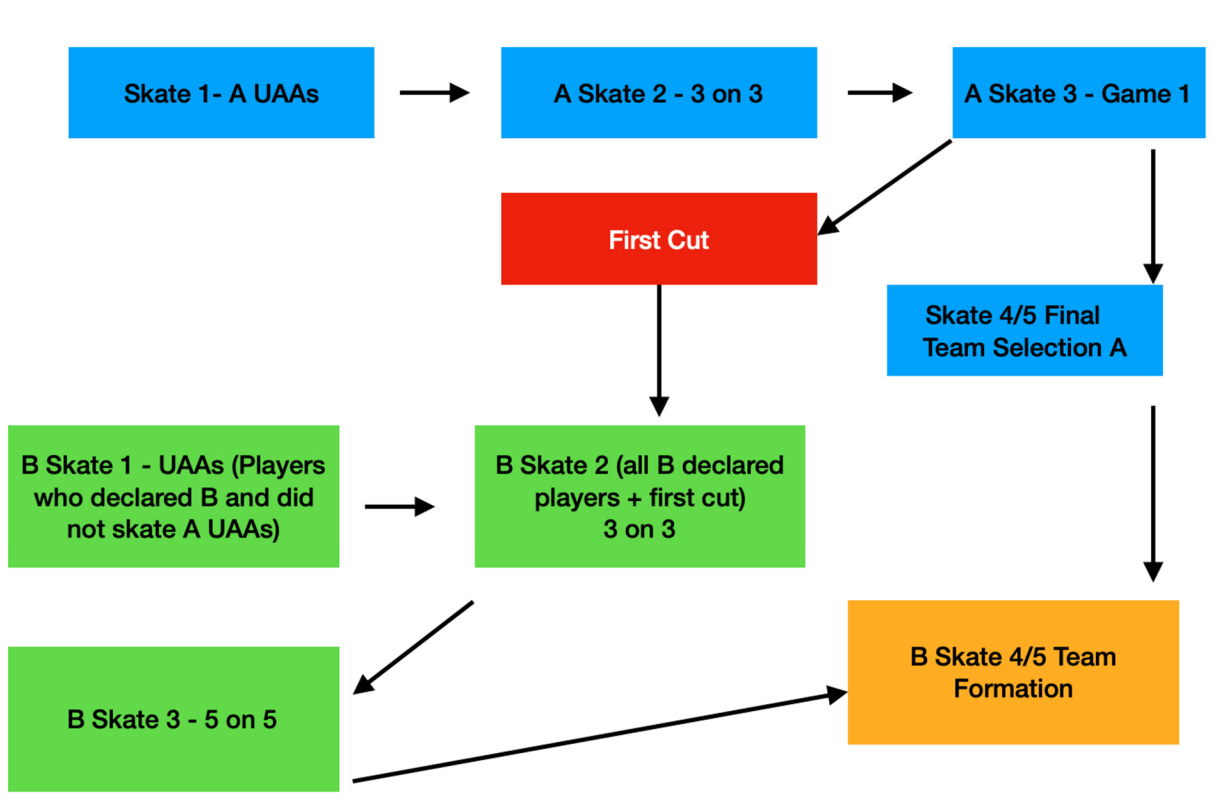- RISE policy is NO to any underage players.

- A doctor's note must be provided if a player misses an evaluation session. If a player misses a skills session, they will have to make up that session either with another age group, at the start of an ice time, or another ice slot. All players must attend one skill and at least one game. If a player misses a game due to a severe illness, injury, or family emergency, that player's status will be discussed on a case-by-case basis. If a player misses more than 2 sessions, the RISE committee will determine that player's status.

Team Creation
- After Skate 4, RISE committee will meet to analyze data to determine where the natural gaps are for numbers/team size
- The committee will also look at coach applications and interviews after skate 4 and MAY name coaches at that time. Skate 5 can then be used for coach/committee input of the bottom 25% of the roster presented by the committee to determine final roster spots and team size.
- Team selection process is based on the following:
  1. Evaluation Scores
  2. Committee input
  3. Coach input (current and previous)

  Team rosters will be released and emailed to all age group players.

U16 Evaluation Flow Chart

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Skate 1- A UAAs  →  A Skate 2 - 3 on 3  →  A Skate 3 - Game 1
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First Cut

Skate 4/5 Final Team Selection A

B Skate 1 - UAAs (Players who declared B and did not skate A UAAs) → B Skate 2 (all B declared players + first cut) 3 on 3

B Skate 3 - 5 on 5

B Skate 4/5 Team Formation

Grievance - Team placement is final, and player placement may not be appealed.