

DRUMHELLER MINOR HOCKEY

EVALUATION GUIDELINE

Evaluation Guidelines:

Drumheller Minor Hockey aims to have adequate numbers of registered players that each hockey level from Novice to Midget will have two teams.

Underage players who wish to register in a higher division must be approved by the Player Evaluation Committee, prior to evaluations, as registered numbers will dictate moves between divisions. Players must commit prior to evaluations as to which division they will skate with and players may only skate and be evaluated in one division.

Evaluations are based on skill level and not necessarily age, however, the divisions will be balanced based on appropriate numbers for each division and team and children registered in their correct division, based on age, will not be denied from playing if there are additional underage kids in their division.

All players must be present for evaluations or their placement on a team will be determined by the discretion of the Player Evaluation Committee.

There will be six ice times for each division during the evaluation period. The first two ice times are free skates and will not be evaluated. The last four ice times will be evaluated. All ice times will be run by volunteer hockey personnel who may or may not become coaches as final decisions regarding coaches will be determined by the Player Personnel Committee.

If you move from out of town – if there are 2 teams, skater will automatically be placed on lower tiered team. There will be 4 evaluations – skater must evaluate higher than top player on lower tiered team to be moved to “A” team. If 3 teams, skater will be placed on middle (B) team – there will be 4 evaluations – same criteria to move up to “A” team or down to “C” team. This process will be clearly outlined for skaters family.

No skater movement after tiering rounds to a higher tiered team.

Novice and Atom: More focus on skills (using drills) and Scrimmages. There is no benefit to positional try-outs at this level. All players will skate in all positions at evaluations skates.

Peewee, Bantam and Midget: Focus on hockey sense and skills in game situations.

At these levels, players are asked to identify positions. A player will then skate in that position for evaluations. Players who select more than one position may be moved around during evaluations skates and when placed on a team will play the position deemed most appropriate, at the discretion of the coach. Goalies will be evaluated separately from the players.

Ratio of players to evaluators is dependent on the number of volunteers. However, increasing the number of evaluation ice times to 4, and removing 25% of the players after the second skate, is anticipated to assist in improving the ratio between evaluators (volunteers) and players.

Education is available for parents on the evaluation process as hockey knowledgeable parents are encouraged to become involved.

Process for Player Placement:

The goal of evaluations is to equalize opportunity amongst all children so that appropriate team placement decisions are made.

Evaluator scores, are based on standardized Player and Goalie evaluation sheets and evaluators are educated in advance on the key skills being evaluated (Cue Cards for skills). As evaluator sheets are handed in, they are accumulated by the Player Evaluation Committee. The data is to remain confidential with the Player Evaluation Chair and the President of the Board and will not be shared with the full Board or with the coaches. Player rankings will be shared with the coaches when decisions are being made about players in the middle.

The selection of skaters to teams will be performed as follows:

- After Second Skate: Scores from first two skates are averaged and the top 25% of skaters are placed on higher tiered team. They are not invited to the next two skates.
- After Fourth Skate: Scores are averaged and top 15% (working from the original number of skaters that evaluated) are placed on higher tiered team.
- Remainder of higher tiered team is selected from middle. The middle is determined by the number of spots left on the team to be filled (x2). Eg. 3 spots left to fill on team; therefore the middle is made up of the top 6 skaters remaining in the player pool.

Example Selection Formula: (all numbers rounded down)

Number of Skaters Trying out -	32	Will form two teams of 16
After Second evaluation Skate -	32	.
	x 0.25	
	= 8	Top 8 Skaters advance to higher tiered team
After Fourth evaluation Skate -	32	
	x 0.15	
	= 4.8	Top 4 Skaters advance to higher tiered team

After the fourth evaluation, 12 spots are filled leaving 4 spots available. Out of the remaining skaters, the top 8 players would compose the middle. The assigned coach then fills the remaining 4 spots from these skaters.

A list of skaters will be provided to the coach in order of score/ranking. Actual scores will not be provided to the coach.

To form two teams: 20 skaters and 2 goalies

To form three teams: 33 skaters and 3 goalies. (10 skaters on "A" team, 11 skaters on "B" team and 12 skaters on "C" team – with one goalie on each team. The "A" team will always have the lowest number of skaters.