

DRUMHELLER MINOR HOCKEY

INSTRUCTIONS FOR PLAYER EVALUATORS

All players will be marked on the same criteria, as outlined on the Player Evaluation Criteria Below. Evaluators will be provided with evaluation sheets for each ice session.

Score all players in Novice and Atom out 5 for each category on the score sheet for a total of 25 (25 being strongest and 0 being the weakest). Score all Pee Wee, Bantam and Midget out of 5 for each category on the scoring sheet for a total out of 30 (add checking concept to scoring for these age groups). Part marks are allowed to one decimal place for each category on scoring rubric. (Ex. 3.4 or 2.9)

Give each player a final total score out of 25 or 30 depending on the level. Marks for individual skills or abilities are important to assist you in reaching an overall score.

Each player starts from scratch each session. Do not carry over a players' good performance or bad performance from the previous session.

Feel free to comment with other evaluators, but make sure your evaluations are YOURS.

If you missed evaluating some players, do not give them a zero. Just leave their scores blank. Please do your best to score all of the players.

Please do not leave before the end of each ice session. Parents are watching you, and get quite upset if you do not appear to be evaluating for the entire ice session.

**Drumheller Minor Hockey
Player Evaluation Criteria - Cue Card
“In Reference to Hockey Canada Evaluation Guide”**

Skating- speed, quickness, technique

- Forward and Backward
- Turn both directions
- Stop both directions
- Are they good in a position for stability and strength

Passing- technique, control, vision

- Forehand and Backhand
- To moving and stationary target
- Vision- do they take a look and select best option
- Advanced- board passes, chips, saucer passes

Puck Control- technique, open ice, confined space

- Open carry with speed
- Execute dekes and fakes on the 1 on 1
- Can they handle the puck in traffic and tight space
- Ability to maintain control while being checked

Shooting- technique, accuracy, velocity

- Forehand and Backhand
- Wrist shot, snap shot, slap shot
- Velocity
- Accuracy
- Shot selection- do they select the best shot for the opportunity?

Game Understanding- Principles of Offence and Defence

- Player understand positional play
- Player supports the puck on the defensive and offensive side
- Player communicates with teammates
- Player has the ability to read and react
- For Pee Wee to Midget, Add checking concept

Checking Concept- Angling, Body Position, Balance and Control (Peewee, Bantam and Midget)

- Execution of basic stick and body checks
- Check properly with hands down
- Receive a check, not turning their back and staying close to boards
- Check and opposing player and pin them to the boards
- Does the player shy away from opposition?

Goaltender Selection Criteria Evaluator Cue Card

- Lateral Mobility(moves across net with ease)
- Forwards/Backwards skating ability
- Angles (comes out and challenges shooter)
- Rebound Control (for lower levels goaltender covers up puck, and for older groups directs rebounds away from opposition)
- Lower Body Saves(pad)
- Upper Body Saves (glove-hand/blocker)