

EVALUATION PROCESS FOR SOUTHLAND HOCKEY ASSOCIATION 2011-12

To All Parents:

Hello and welcome to another Southland Hockey Association (S.H.A.) hockey season. As always, the hockey season begins with the busy time of evaluations. The evaluation process has been evolving at Southland over the past few years and will continue to do so as we look to improve it for the long-term benefit of players, coaches and parents. Last year we modified it for a number of age levels in order to provide more "game condition" evaluations at the older age levels and focus on more development at the younger levels. The year before last, Hockey Calgary implemented a new initiative for the Novice age level to focus on individual player skill development before formal teams are formed. We will again be participating in the "Novice Development League" through September prior to evaluations beginning during the last week in September.

The details of the Evaluation Process for the 2011-2012 season can be found within this document and all of its attachments. Potential coaches and assistant coaches will be asked to participate in the evaluation process as scrimmage evaluators to maintain their standing as a "potential" coach for the up coming season. Evaluations are possible because of a dedicated group of volunteers - a group we are lucky to have. Evaluations for goalies at several age levels will begin August 29th this year, with a break for the Labour Day long weekend (September. 3rd – 5th) and resume on September 6th, with the commencement of player evaluations. Evaluations will last for most of September.

While the beginning of a new hockey season is an exciting time of year, it can also be a stressful time for both parents and players. To help make the experience less stressful and more enjoyable, we have developed some evaluation goals for everyone.

- To place all players on teams with players of similar skill level and similar understanding of the game so that they can have a fun and rewarding experience throughout the hockey season. A player placed at their appropriate level will develop his/her hockey skills better than a player who is playing above or below it.
- To ensure the evaluation process is consistent, fair and has the highest regard for integrity.
- The evaluation process will have the best interest of all the players in mind.
- To communicate the process to the players and parents so an easy understanding is available, thus making evaluations a less stressful time for all involved.

As parents, you can help the process by:

- **Getting your child to the arena no later than 30 minutes before his/her evaluation ice time.** Note: your player can only skate at his/her designated evaluation time.
- Having your child **dressed and ready to go on the ice no later than 15 minutes prior to their ice time.**
- **Ensuring that your child brings their own water bottle to the arena.** Water bottles are NOT to be shared to avoid the risk of passing infectious viruses to other Southland players.
- **Volunteering!** Age Category Coordinators will be looking for parents to: open gates on the bench, referee and time-keep during scrimmages and sort jerseys, SHA Evaluation Committee will be looking for Independent (without a child at an age level) "potential" coaches to help with: time trials, scrimmage and goalie evaluators.
- For Atom and older age categories the player must declare whether they will evaluate as a defenseman or forward (**Declared Position**). They cannot select both. Once selected to a team, this does not preclude the player from playing another skater position during the season; however each coach will have the responsibility to have players at their Declared Position at least 50% of the time, subject to team requirements.
- Attending the parent meeting for your age group which is held during the first evaluation session.

- **Staying positive.** Support your child throughout the process. Don't sweat the small stuff - kids fall, miss pylons and passes. It's all part of growing as a hockey player.
- **Setting your expectations accordingly.** Do not assume your child will be placed on a specific team based on the scrimmage ice session they may participate in. Numerous players will be moved around as we progress through the evaluation process. Remember there could be up to parts of four teams scrimmaging during the same scrimmage session.
- **Avoiding unacceptable behavior during the evaluation period.** This includes yelling at your child on or off the ice and bothering evaluators or Age Category Coordinators for ranking information or player placement feedback.
- We encourage all families to communicate to your Age Category Coordinator (prior to the end of the evaluation process) if they feel their child is not prepared for a serious commitment of playing for a division 1 or 2 team (if chosen). Division 1 and 2 teams typically purchase extra practice ice; participate in weekly off-ice training and enter into many tournaments though-out the year. We want every child's experience a positive one.

We will attempt to have a minimum of six evaluators for each scrimmage evaluation. For the Atom and older age levels, each of the goaltenders, defenseman and forwards will be evaluated by a separate group of evaluators during the scrimmage sessions. All defenseman will be identified with bright colored tape on their helmets to allow the evaluators to clearly identify them (parents – please do not remove this tape). This will ensure that all defenseman on the ice for a scrimmage will be evaluated together and ranked accordingly after each scrimmage; the same goes for the forwards and goaltenders.

The evaluators will be dispersed to various parts of the arena. They will not be evaluating their own children. Please avoid sitting near the evaluators. Having parents nearby can be distracting for them and they must stay focused on the players. Please do not approach the evaluators with questions about rankings or marks. Evaluation information is to be kept confidential.

EVALUATION PROCESS – GENERAL INFORMATION

The evaluation process for Novice and Atom age levels will consist of time trials, skills tests and scrimmage sessions. Each player in these levels will participate in a number of drills and skills tests and be either timed or rated on their ability to complete a particular drill. This data in conjunction with the level the returning players (players entering their second year at the same age level) played at the preceding year will allow the Age Category Coordinator to then place the players in groups for the initial scrimmage session. The only difference for these two age levels will be the types of drills used to test the skills evaluation.

PeeWee, Bantam and Midget age level evaluations will consist of a minimum of 4 rounds of scrimmage sessions (preferably 5 depending on available ice) to see how players perform in game situations. For the initial round of scrimmages, a grid system will be used to place players in the appropriate session based on the level they played the previous year. There will not be any time trials for these levels.

Each age group will have its own coordinator (Age Category Coordinator) who will follow this evaluation process as it has been communicated. They will ultimately be responsible for analyzing the data, organizing scrimmages and evaluators and being involved in the final team selections, based on that data. Each Age Category Coordinator will have a data input person appointed to them to summarize the data for the Coordinator after each evaluation ice time. This person will maintain the data in a standardized spreadsheet to allow for simple sorting and manipulation of the data. Each Age Category Coordinator will be assigned an assistant, with at least one of them being considered Independent (not having a child at that age level). This will also help SHA with succession planning for these important volunteer positions.

An Evaluation Committee will be established each year by the S.H.A. Board to oversee the Evaluation Process to maintain the integrity of the process, to help the Age Category Coordinators in the final team selections (if required) and potentially perform random audits on the evaluation data. The individuals making up this committee will be charged with the task of making sure the process for each division was run consistently and fairly as communicated in this document. Each Age Category Coordinator will report to the committee with their proposed team lists for final approval and potential

audit before being made public. In order to maintain consistency and ease of understanding throughout the process, a standardized time trial spreadsheet and/or scrimmage evaluation form will be used by all age groups. It is imperative that all Coordinators and evaluators use the same sheets in order to make a seamless transition between all age groups. It is the Evaluation Committee's goal to have final team selections completed within 48 hours of the final evaluation of an age group.

SKILLS EVALUATION

Skills Drills

A series of drills will be used to time / evaluate various skills of Novice and Atom players. The distances and start/finish lines will be consistent in each age group. The player's best time from the timers will be used and in the case where there was only one time then that one will be used. A combined total of all the skill times will be used in placing the players from top to bottom for the purpose of the initial scrimmage sessions only. See Attachment 1 for the drills that will be used at each age level. The drills used for this portion of the evaluation process may include the following:

FORWARD SKATE – a timed skate covering 100 feet of the length of the ice. Each skater will get two timed attempts (time permitting) with the lowest score counting.

BACKWARD SKATE – a timed skate covering 100 feet of the length of the ice. Each skater will get two timed attempts (time permitting) with the lowest score counting.

“M” WEAVE WITH OUT PUCK – a timed skating drill around cones without the puck. Time permitting each skater will get two timed attempts with the lowest score counting.

“M” WEAVE WITH PUCK – a timed skating and puck handling drill around cones with puck. Time permitting each skater will get two timed attempts with the lowest score counting.

AGILITY SKATE WITH TRANSITIONS – a timed skating transition drill. Part of the drill has the skater skating forward with multiple transitions to a backward skate and then back to a forward skate. Time permitting each skater will get two timed attempts with the lowest score counting.

SCRIMMAGE EVALUATION

Scrimmages

Once the skills evaluation has been completed for Novice and Atom age levels the results will be computed and the first scrimmage groups and scheduled times will be posted on the Southland website. This skills evaluation data, in conjunction with the division the returning players (players entering their second year at the same age level) played in the preceding year, will allow the Age Category Coordinator to then place the players in groups for the initial scrimmage session.

As noted earlier, a grid system will be used to place PeeWee, Bantam and Midget level players in the appropriate initial scrimmage session, based on the level they played the previous year.

Each player should be at the rink at least 30 minutes before the scrimmage to register, get their jersey/pinney and dress for the scrimmage. Southland will not be responsible for incomplete evaluations on players that arrive late for a scrimmage ice time. **Players that arrive at an incorrect evaluation time will not be allowed to take part in a scrimmage they were not scheduled for.**

Skaters in Atom and older age categories must select whether they want to evaluate as a forward or defenseman (“Declared Position”). A skater cannot select to be evaluated for both forward and defenseman positions. That selected position will be what each skater will be evaluated on. Once teams are picked, it will be the head coach's responsibility to play every player in their Declared Position at least 50% of the time for the remainder of the 2010/11 hockey season, subject to team requirements.

We will attempt to have a minimum of six or more evaluators at each scrimmage with the majority of the evaluators being independent (not having a child involved at that particular age group). Evaluators will be made up of prospective coaches within the S.H.A. or individuals with significant hockey coaching experience. The Evaluations Committee will be responsible for ensuring there are proper amount of evaluators at each scrimmage. The Age Category Coordinator will move skaters as required to ensure each skater has been evaluated with their peers of like hockey ability and understanding of the game for the position they are trying out for. Bright-colored tape will be placed on the helmets of defensemen to assist evaluators in their assessments of that group of players.

Players are only ranked against the other players that shared a particular ice-time. Thus Age Category Coordinators will be responsible to make sure players with similar skills end up on the same ice for as many scrimmages as they can with the scrimmage schedule that is provided.

Goaltenders may also be moved through scrimmage groups to experience game conditions from similar skilled players.

Player Movement

After the first scrimmage session the Age Category Coordinator will have the ability to move players from group to group. An attempt will be made to start the scrimmages with a graduated scale with the top group being the smallest and the bottom group the largest. This will allow for most of the movement to be from a lower grouping to an upper grouping. However as the scrimmages move on and the groups become similar in size, the coordinator will have option to move players up or down from one group to another.

Evaluators

Every coach candidate (persons with the desire to coach or assist) will be asked to commit in helping with the evaluation process. Wherever possible these individuals will evaluate outside of the age group their child is in. Outside coaches (no child in age group) can evaluate the age-group they will coach in. An attempt will be made to have minimum of six evaluators for each scrimmage session. At the Atom, PeeWee, Bantam, and Midget age groups, evaluators will specialize in their evaluation of designated positions (eg. forward or defenseman). An example of the standardized form the evaluators will use is found in Attachment 2. The players will be rated on a scale of 1 to 7. One mark will be given for their individual skill and one mark for their team tactics. A comment section is also included to make specific observations. Attachment 3 summarizes the scrimmage criteria sheets. There is one standard form for the non-contact age groups of Atom/Novice and one for Peewee, Bantam, and Midget levels. The information on the sheets is broken into the criteria the evaluators will be looking for during the scrimmage evaluations.

On Ice Personnel / Time-keepers

Volunteers and/or referees from Southland's referee pool may be used during scrimmages from Novice through Midget. The ice person will run the scrimmage after a suitable warm up time. All significant penalties will be called and will result in the penalized player being sent to the bench or penalty box and missing his/her next shift. The time-keepers will make a stoppage in play to allow for the orderly changes of goalies and players. On ice personnel / Time-keepers are not allowed to coach any players at any time during the scrimmages.

Bench People

The bench people are to work the bench gates to allow orderly changes of the players. The bench people are to ensure approximately equal playing time for players at their Declared Positions (goalies, defenseman and forwards).

If a penalty is called one of two things will occur depending on the number of skaters that are available for that position: 1) the bench people will ensure the player does not play his/her next shift or 2) At end of the scrimmage, the bench person provides a list of any players who was a repeat penalty offender and their infractions as feedback to the Age Category Coordinator. If there is a trend towards too many stick infractions, cross-checking, hits from behind etc. then that could be addressed directly with the individual player or be noted on his scores. Bench people are also not allowed to coach any players at any time during the scrimmages.

TEAM SELECTIONS/PLAYER PLACEMENTS

Age Category Coordinator's Role

Each Age Category Coordinator will be responsible to prepare and present proposed team lists to the Evaluation Committee, based on all of the scrimmage evaluation data, the back-up individual evaluation forms and skills data, and where each player played the year before. The Evaluation Committee may perform random audits of the data to ensure players were placed with players with similar skill level and will maintain and store all of the confidential evaluation data. All scrimmage evaluation sheets must have a printed name and be signed to be valid.

Grand-Fathering Rule

No returning player, regardless of their position, shall be "guaranteed" to be placed on the same team that they played on in the previous year. This will be in effect for all players on Atom teams 1 & 2, and all players in Pee Wee, Bantam and Midget.

Head Coach Input

The head coaches at each age level from Atom to Midget **may** be given the opportunity to meet with the Age Category Coordinator and the Evaluation Committee to give his/her input on the last 1-3 player selections from a limited list of candidates ("bubble players") as derived from the ranking from the evaluation process. The evaluation committee and the Age Category Coordinator will have the final determination of the number of players coach input will be requested for each of these teams at each age level. The head coach may be given the opportunity to meet with the Age Category Coordinator and Evaluation Committee to give an explanation on his/her reasons for the proposed choices. If the Evaluation Committee and Age Category Coordinator are in agreement that the explanation is satisfactory, the coach input will be incorporated in the selection/placement process. This is primarily in place to ensure Southland's teams in more competitive league divisions have the appropriate number of forwards, defensemen and/or players who can play more than one position to allow our Southland teams the best opportunity to have successful seasons in those divisions. If no Coach input is used and there is a tie based on the evaluation data, preference will be given to the second year player in the age group to play on the higher team.

EXCEPTIONS:

If a player is sick or injured (this may require a letter from the doctor) and can only make a portion or none of the evaluation sessions, then the Age Category Coordinator and the Evaluation Committee will do their best to place the player giving extra value to sessions attended, skills ranking and placement from the previous year. If a returning SHA player misses the entire evaluation process due to sickness or injury, they will be placed on a team no lower than one team below and no higher than one team above the teams that their previous year's teammates evaluated at after the evaluation process concluded. Methods to determine appropriate placement may include gathering information from the previous year's coaches and trying out with different teams once they have been medically cleared to play. Any goaltenders that miss the entire evaluation process due to sickness or injury will be placed on an appropriate team based on judgment of the Goalie Coordinator and Evaluation Committee.

If a new player moves into the Southland area after the evaluation process has been completed and teams have already been formed, then we will do our best to let that player tryout with several teams if necessary to place him or her appropriately, while staying within the guidelines set by Hockey Calgary for player limits for each team.

GOALIE EVALUATIONS

The Goalie Coordinator will manage the goalie evaluation process, tally all results and rank the individual goaltenders within their respective age level, based upon their overall performance during a skills evaluation, 3-on-3 scrimmages and full scrimmage sessions.

The results of the Goaltender Skills Evaluation session and at least one 3-on-3 ice time will determine the initial scrimmage group each goalie will be placed in to begin a series of full scrimmage evaluations. If goalie cuts are required (due solely to having more goalies than teams) they would be made after the first 3-on-3 session and before the first scrimmage ice time. After all of the scrimmage sessions are completed, there may be additional 3-on-3 ice time(s) for goalies to determine final rankings.

Goaltenders will be evaluated on weighted results, as follows: Skills 30%; 3-on-3 ice-times 50%; full scrimmages 20%.

No player evaluations will be done during the 3-on-3 sessions, as these are being utilized strictly to generate more shots than are usually seen in full scrimmages. 3-on-3 players will be chosen by the Age Category Coordinator to ensure all of the ice-times have similar skilled players to ensure all of the goalies get the same quality shots.

Skills Evaluation

The separate skills evaluation for goalies for the Atom and Pee Wee age levels is currently scheduled on August 29th and August 30th, 2011 respectively, and the Bantam and Midget age levels on or around September 10th and 12th, 2011, respectively.. The goalie skills evaluation will consist of 4-5 drills that will include shooters from older age groups, if required. The set of goalie skill drills that the Goalie Coordinator can choose from can be found attached to this document.

3-on-3 and Full Scrimmage Evaluations

Once the goalies have been ranked from the Skills Evaluation and placed into the initial scrimmage schedule, the Age Category Coordinators may (or may not) move the goalies between various 3-on-3 ice-times and full ice scrimmage groups. This movement may occur to allow similar skilled goalies an opportunity to play with similar skilled players and/or to challenge some goalies that may not have had enough shots on goal at a previous scrimmage. **Goalie movement through the various scrimmage sessions differs from how the players are moved, in that the group that a goalie may scrimmage with during the last scrimmage session may not be the group that goalie ends up being placed on.** The 3-on-3 ice-times and full ice scrimmages evaluate goalies against their peers at that particular ice-time. As is the case with players, goalies who do not share the ice will not be evaluated against each other. Thus the Age Category Coordinator will only be placing goalies with "similar skills" on the ice at the same time to collect relative comparative data that will be used to rank those goalies that shared the ice.

Qualification

To follow Hockey Calgary rules, players that have registered as a goalie in the age levels for Atom and above will only be evaluated as a goalie and will not be evaluated as a skater. If the number of goalies registered exceeds the maximum two goalies per team at a particular age level, goalies may be lent out to other associations who are short of goalies, or if this occurs at the Atom age level, the extra goalies will be offered the opportunity to evaluate as a skater as well.

Attachment 1

**Southland Hockey Association
Skills Evaluation
2011-12**

Timed Drills:	Novice	Atom	Pee Wee	Bantam	Midget
Forward skate	yes	yes	n/a	n/a	n/a
Backward skate straight-line	yes	yes	n/a	n/a	n/a
M-weave without puck	yes	yes	n/a	n/a	n/a
M-weave with puck	yes	yes	n/a	n/a	n/a
Agility skate without puck	yes	yes	n/a	n/a	n/a
Agility skate with puck		yes	n/a	n/a	n/a

28	Player 28			-	-		-		-		-		-	
29	Player 29			-	-		-		-		-		-	
30	Player 30			-	-		-		-		-		-	
31	Player 31			-	-		-		-		-		-	
32	Player 32			-	-		-		-		-		-	
33	Player 33			-	-		-		-		-		-	
34	Player 34			-	-		-		-		-		-	
35	Player 35			-	-		-		-		-		-	
36	Player 36			-	-		-		-		-		-	
37	Player 37			-	-		-		-		-		-	
38	Player 38			-	-		-		-		-		-	
39	Player 39			-	-		-		-		-		-	
40	Player 40			-	-		-		-		-		-	
41	Player 41			-	-		-		-		-		-	
42	Player 42			-	-		-		-		-		-	
43	Player 43			-	-		-		-		-		-	
44	Player 44			-	-		-		-		-		-	
45	Player 45			-	-		-		-		-		-	
46	Player 46			-	-		-		-		-		-	
47	Player 47			-	-		-		-		-		-	
48	Player 48			-	-		-		-		-		-	
49	Player 49			-	-		-		-		-		-	
50	Player 50			-	-		-		-		-		-	
51	Player 51			-	-		-		-		-		-	
52	Player 52			-	-		-		-		-		-	
53	Player 53			-	-		-		-		-		-	
54	Player 54			-	-		-		-		-		-	
55	Player 55			-	-		-		-		-		-	
56	Player 56			-	-		-		-		-		-	
57	Player 57			-	-		-		-		-		-	
58	Player 58			-	-		-		-		-		-	
59	Player 59			-	-		-		-		-		-	
60	Player 60			-	-		-		-		-		-	
61	Player 61			-	-		-		-		-		-	
62	Player 62			-	-		-		-		-		-	
63	Player 63			-	-		-		-		-		-	
64	Player 64			-	-		-		-		-		-	
65	Player 65			-	-		-		-		-		-	
66	Player 66			-	-		-		-		-		-	
67	Player 67			-	-		-		-		-		-	
68	Player 68			-	-		-		-		-		-	
69	Player 69			-	-		-		-		-		-	
70	Player 70			-	-		-		-		-		-	
71	Player 71			-	-		-		-		-		-	
72	Player 72			-	-		-		-		-		-	

73	Player 73			-	-		-		-		-		-	
74	Player 74			-	-		-		-		-		-	
75	Player 75			-	-		-		-		-		-	
76	Player 76			-	-		-		-		-		-	
77	Player 77			-	-		-		-		-		-	
78	Player 78			-	-		-		-		-		-	
79	Player 79			-	-		-		-		-		-	
80	Player 80			-	-		-		-		-		-	
81	Player 81			-	-		-		-		-		-	
82	Player 82			-	-		-		-		-		-	
83	Player 83			-	-		-		-		-		-	
84	Player 84			-	-		-		-		-		-	
85	Player 85			-	-		-		-		-		-	
86	Player 86			-	-		-		-		-		-	
87	Player 87			-	-		-		-		-		-	
88	Player 88			-	-		-		-		-		-	
89	Player 89			-	-		-		-		-		-	
90	Player 90			-	-		-		-		-		-	
91	Player 91			-	-		-		-		-		-	
92	Player 92			-	-		-		-		-		-	
93	Player 93			-	-		-		-		-		-	
94	Player 94			-	-		-		-		-		-	
95	Player 95			-	-		-		-		-		-	
96	Player 96			-	-		-		-		-		-	
97	Player 97			-	-		-		-		-		-	
98	Player 98			-	-		-		-		-		-	
99	Player 99			-	-		-		-		-		-	
100	Player 100			-	-		-		-		-		-	
101	Player 101			-	-		-		-		-		-	
102	Player 102			-	-		-		-		-		-	
103	Player 103			-	-		-		-		-		-	
104	Player 104			-	-		-		-		-		-	
105	Player 105			-	-		-		-		-		-	
106	Player 106	-	-	-	-		-		-		-		-	
107	Player 107	-	-	-	-		-		-		-		-	
108	Player 108	-	-	-	-		-		-		-		-	
109	Player 109	-	-	-	-		-		-		-		-	
110	Player 110	-	-	-	-		-		-		-		-	
111	Player 111	-	-	-	-		-		-		-		-	
112	Player 112	-	-	-	-		-		-		-		-	
113	Player 113	-	-	-	-		-		-		-		-	

***Any category or player that is not being tested can remain blank. It will still rank the players and categories that were evaluated.

Team Name: TEAM -
Age Division: - -

All Skaters

NOVICE / ATOM Scrimmage Criteria

- Players will be evaluated on individual skills and team tactics
- Players are not evaluated on specific positions

Individual Skills

Skating

- Balance, strong on feet
- Speed
- Agility
- Acceleration
- Quickness

Puck Skills

- Stick-handling
- Basic control of puck
- Passing technique
- Pass receiving ability

Team Tactics

- Positional play - understands basic positioning
- Anticipation - read and react situations, finds open ice, goes to net without puck
- Puck pursuit - actively pursues puck offensively and defensively
- Fore-checking and back-checking
- Vision - sees ice and uses teammates; head mans the puck
- Competitiveness

Atom Scrimmage Evaluation Form

Evaluator: _____
 print & sign name

Session #: _____

Date: _____

Scoring Scale: 1 - lowest score; 2 - bottom third; 3 - lower middle; 4 - middle; 5 - upper middle; 6 - top third; 7 - highest score

Individual skills: skating, balance, stick handling, passing Team tactics: puck pursuit/puck support, anticipation, back-checking, positional play

Jersey Number	Jersey Color	Position	NOTE: ALL scores are in comparison to players in current scrimmage ONLY														Comments
			Individual Skills							Team Tactics							
3	white	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
4	white	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
5	white	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
7	white	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
9	white	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
11	white	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
12	white	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
15	white	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
17	white	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
18	white	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
21	blue	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
22	blue	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
23	blue	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
25	blue	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
27	blue	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
28	blue	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
33	blue	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
34	blue	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
35	blue	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
39	blue	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____

Atom Scrimmage Evaluation Form

Evaluator: _____
 print & sign name

Session #: _____

Date: _____

Scoring Scale: 1 - lowest score; 2 - bottom third; 3 - lower middle; 4 - middle; 5 - upper middle; 6 - top third; 7 - highest score

Individual skills: skating, balance, stick handling, passing Team tactics: puck pursuit/puck support, anticipation, back-checking, positional play

Jersey Number	Jersey Color	Position	NOTE: ALL scores are in comparison to players in current scrimmage ONLY														Comments
			Individual Skills							Team Tactics							
3	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
4	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
5	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
7	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
9	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
11	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
12	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
15	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
17	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
18	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
21	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
22	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
23	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
25	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
27	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
28	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
33	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
34	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
35	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
39	blue		1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____

DEFENSEMEN

ATOM Scrimmage Criteria

- Players will be evaluated on individual skills and team tactics

Individual Skills

Skating

- Balance, strong on feet
- Forward skating, speed, quickness, acceleration
- Agility
- Particular attention to backwards skating, pivoting, backward crossovers

Puck Skills

- Stick-handling
- Basic control of puck
- Passing technique
- Pass receiving ability

Team Tactics

- Positional play – covers partner on a pinch; rotates / staggers
- Anticipation / decision making – does he pinch at the right time, does he step up to jam a puck carrier when he cuts to the middle, can he jump into the play offensively effectively
- Gap control – does he take away ice in the neutral zone, does he back in too far on his own net, does he force puck carrier to the outside
- Vision - sees ice and uses teammates; head mans the puck
- Competitiveness

FORWARDS

ATOM Scrimmage Criteria

- Players will be evaluated on individual skills and team tactics

Individual Skills

Skating

- Balance, strong on feet
- Speed
- Agility
- Acceleration
- Quickness

Puck Skills

- Stick-handling
- Basic control of puck
- Passing technique
- Pass receiving ability

Team Tactics

- Positional play - understands basic positioning
- Anticipation - read and react situations, finds open ice, goes to net without puck
- Puck pursuit - actively pursues puck offensively and defensively
- Fore-checking and back-checking
- Vision - sees ice and uses teammates; head mans the puck
- Competitiveness

Pee Wee / Bantam / Midget Scrimmage Evaluation Form

Evaluator: _____
 print & sign name

Session #: _____

Date: _____

Scoring Scale: 1 - lowest score; 2 - bottom third; 3 - lower middle; 4 - middle; 5 - upper middle; 6 - top third; 7 - highest score

Individual skills: skating, pivoting, agility/mobility, stick handling in and out of traffic, passing, shooting

Team tactics: puck pursuit/puck support, reads & reacts, back/fore checking, positional play, angling/body contact, willing to engage

Jersey Number	Jersey Color	Position F/D	NOTE: ALL scores are in comparison to players in current scrimmage ONLY														Comments
			Individual Skills							Team Tactics							
3	white	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
4	white	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
5	white	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
7	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
9	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
11	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
12	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
15	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
17	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
18	white	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
21	blue	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
22	blue	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
23	blue	D	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
25	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
27	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
28	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
33	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
34	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
35	blue	F	1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____
39	blue		1	2	3	4	5	6	7	1	2	3	4	5	6	7	_____

DEFENSEMEN

PEEWEE / BANTAM / MIDGET Scrimmage Criteria

- Players will be evaluated on individual skills and team tactics
- Players are evaluated on skills relative to their specific positions

Individual Skills

Skating

- Particular attention to backwards skating, pivoting, backward crossovers
- Forward skating, speed, quickness, acceleration
- Agility, mobility
- Balance, strong on feet

Puck Skills

- Stick-handling - control in and out of traffic, basic skill level
- Shooting - accuracy and strength, forehand, backhand
- Passing - technique and receiving passes

Team Tactics

- Positional play – covers partner on a pinch; rotates / staggers
- Anticipation / decision making – does he pinch at the right time, does he step up to jam a puck carrier when he cuts to the middle, can he jump into the play offensively effectively
- Gap control – does he take away ice in the neutral zone, does he back in too far on his own net, does he force puck carrier to the outside
- Puck support – does he give his partner out-let pass opportunities,
- Work ethic / battles – does he win one on one battles
- Vision - sees ice and uses teammates (head mans puck, moves puck quickly, high percentage passes)
- Transition play - adjusts quickly from offense to defense and vice versa
- Creates opportunities for himself and teammates
- Competitiveness - willingness to engage, work hard
- Angling - uses body, closes passing lanes
- Body contact - takes checks, finishes checks, controls one on one situations
- Overall game sense, understanding

FORWARDS

PEEWEE / BANTAM / MIDGET Scrimmage Criteria

- Players will be evaluated on individual skills and team tactics
- Players are evaluated on skills relative to their specific positions

Individual Skills

Skating

- Forward, backward, pivots
- Speed, quickness, acceleration
- Agility, mobility
- Balance, strong on feet

Puck Skills

- Stick-handling - control in and out of traffic, basic skill level
- Shooting - accuracy and strength, forehand, backhand
- Passing - technique and receiving passes

Team Tactics

- Positional play - understands basic positioning
- Anticipation - read and react situations, finds open ice, goes to net without puck
- Puck pursuit - actively pursues puck offensively and defensively
- Puck support - is player positioned to assist teammate or take away opposition chances
- Fore-checking, back-checking and work ethic
- Vision - sees ice and uses teammates (head mans puck, moves puck quickly, high percentage passes)
- Transition play - adjusts quickly from offense to defense and vice versa
- Creates opportunities for himself and teammates
- Competitiveness - willingness to engage, work hard
- Angling - uses body, closes passing lanes
- Body contact - takes checks, finishes checks, controls one on one situations
- Overall game sense, understanding