

Shrewsbury Youth Hockey Association  
Tryout Process Overview  
2013 - 2014 Season

**Player Evaluations:**

This evaluation process will be for House League players, Mites, Squirts and Pee Wees. This process will not be applied to current Bantams and higher. Three different player evaluations will be done. Each will carry its own weight. A blended score of the three will give each player a final score to be used for team placement.

1. Independent Evaluation
2. Coaching Team Evaluations
3. Coach's Forced Ranking

- \* Independent Evaluation will be done by a third party, i.e. Puck Masters. They will carry 75% of the scoring weight.
- \* Coach's Evaluations will be performed by the player's current coaching team (minimum of two coaches) prior to the independent evaluations. They will carry 20% of the scoring weight.
- \* Coach's Forced Ranking will be done by the player's current Head Coach prior to the independent evaluations. This will carry 5% of the scoring weight.

**Scoring System:**

**1. Coach's Forced Ranking (5% of total score)** – A minimum of 2 coaches from each team will submit a ranked list of their current roster from first to last (#1 to #11,12,etc...) This forced ranking will allow the coaches to take into account the totality of each player on their team. This score is only 5% of the total score, but it will be important. Scores will be as followed – best player = 100, weakest player = 0, and then divide up the rest of the scores based on how many players on team. (For example if there are 11 players on team – then 100, 90, 80, 70, 60, 50, 40, 30, 20, 10, and 0, if there are 15 players on team – then 100, 93, 86, 79, 72, 65, 58, 51, 44, 37, 30, 23, 16, 9, and 0).

Each coaching team will be asked to complete the Player Forced Ranking Worksheets to Harry Gaston by March 15, 2013

*(SEE ATTACHED FORCED RANKING WORKSHEET)*

**2. Coaching Team Evaluation (20% of total score)** –Again a minimum of 2 coaches from each team will rate each player in 10 different categories using a scale of 0 to 10. We are using 0 to 10 instead of 1 to 5 to create separation between players. Also by using 10 categories and scores of 1 to 10 will allow us to get a score between 0 to 100.

Each coaching team will be asked to submit all worksheets and a completed Team Summary Worksheet to Harry Gaston by March 24, 2013

*(SEE ATTACHED EVALUATION FORM AND SUMMARY SHEET)*

**3. Independent Evaluation (75% of total score)**–This score will be used at the tryouts by the third party evaluators

Explanation of these ratios – We want the tryout process to be as fair as possible and as transparent as possible. Coaches evaluations will account for 25% - so the coaches evaluations will make up a significant portion of the evaluation. However, by allowing the independent evaluators to make up 75% this allows for any coaching/parent bias to be limited and explained to other SYHA parents. Also, our plan is to have Puck Masters perform the evaluations – this is important since they will have worked with all the current Mites and Squirts during the year – so they will have had more contact hours with our players. This is a very fair and equitable split of the total player score.

#### **4. Total Score Result:**

Independent Evaluation score = 0 to 100 – then x .75

Coaching Evaluation score = 0 to 100 – then x .20

Coaching Forced Ranking = 0 to 100 – then x .05

This will allow for a final score that is between 0 and 100 for all players

#### **Coaches Team Evaluation - Here are the 10 areas that will be used:**

##### **1. Attitude/Team Player** – Explanation:

Is the player an active participant and a positive influence on the team. Does the player come to practices and games ready to play? Does the player bring a positive outlook and motivate their teammates?

10 = Very positive, strong leader and motivator, always ready to play

0 = Disruptive in practice, complains and whines about drills, disinterested in playing at peak level of his or her ability

##### **2. Coachability** – Explanation:

Does the player take instruction, feedback, criticism, and direction well and work hard to make improvements?

10 = Very coachable – makes every effort to listen and learn, seeks out feedback, hard worker

0 = Constantly saying the same things to this player over and over again, argues when feedback given, does not listen to the feedback or seems to not care

##### **3. Attendance** – Did the player make it to most if not all of the practices and games?

10 = Attended greater than 95% of practices and games

8 = Misses only a few practices and games – but informed coaches of these absences

6-2 = Depends on amount of practices and games missed, and how many of these absences were relayed to the coach

0 = Unreliable, did not inform coach of absences, and missed a high number of games and practices

##### **4. Skating Skills** – Does the player have exceptional skating skills for their age group? Explanation:

Coaches should take into account the following skating skills – forward inside edges, forward outside edges, forward skating, backwards skating, forward crossovers, backward crossovers, skating speed, stopping, change of direction, transitions, and overall technique

10 = Exceptional in all these areas

8 = Strong in nearly all of these areas

6 = Strong in over 50% of these areas

4 = Weak/Needs Work in over 50% of these areas

2 = Weak/Needs Work in nearly all of these areas

0 = Weak/Needs work in all or many of these areas

##### **5. Hockey Skills** – Does the player possess a solid understanding of the game?

Explanation:

Coaches should take into account the following hockey skills and aspects of the game – knowledge of rules (offsides, icing), positioning on the ice – wingers vs. center, defensemen, positioning in offensive and defensive zones, and any other aspects of the game of hockey

10 = Exceptional game sense

0 = Weak game sense

6. **Offensive Play** – Is the player offensive minded? Do they score goals? Do they create scoring opportunities?  
Explanation – Coaches must rate even players that play primarily defensemen. Take into account – movement without the puck, shot vs. pass selection, creativity with the puck, speed up the ice, forechecking, and any other aspects  
10 = Excellent offensive play  
0 = Weak/Needs to improve offensive play
7. **Defensive Play** – Is the player strong in the defensive zone? Positional play? Back checking?  
Explanation – Coaches must rate even players that play primarily offense. Take into account – backchecking, coverage of players in defensive zone, movement without the puck, positioning in the defensive zone, and any other aspects.  
10 = Excellent defensive play  
0 = Weak/Needs to improve defensive play
8. **Shooting** –Explanation:  
Coaches should consider these aspects of shooting when giving a score – forehand shot strength, backhand shot strength, forehand shot accuracy, backhand shot accuracy, and any other aspects of shooting  
10 = Excellent Shooter – excels in all areas  
0 = Weak/Needs work – in all aspects of shooting
9. **Puck Handling** – Explanation:  
Coaches should consider these aspects of puck handling – speed with a puck, stick handling skating forward, stick handling skating backwards, forehand passing accuracy, backhand passing accuracy, and any other aspects of passing/stick handling  
10 = Excellent Puck Handler – excels in all areas  
0 = Weak/Needs work – in all aspects of puck handling
10. **Game Impact** –Can the player affect the flow or outcome of the game?  
Explanation: Does this player consistently stand out when they are on the ice? Is the flow or outcome of that shift changed with that player on the ice? Does this player make the players around him better?  
10 = Significant Positive Game changer  
0 = Significant Negative Game changer

### **Independent Player Evaluation Tryout Process Procedure:**

1. Skills Run – Puck Masters will run a series of stations at each tryout session and assess the players in eight areas. All players will get to be evaluated in all areas if they attend the mandatory 2 sessions.

If any player has a hardship schedule conflict they can attend one of the other scheduled session, but they must contact Harry Gaston at [jgaston@syha.net](mailto:jgaston@syha.net) to make arraignments.

#### **2. Players will be evaluated following skills:**

- \* Skating ability
  - o speed
  - o stopping (right and left side)
  - o turning (right and left side)
  - o backward skating
- \* Agility
  - o Crossovers

- Edges
- Strength on skates
- \* Shooting
  - Wrist shot
  - Backhand
  - Shooting while moving
- \* Passing ability
  - Giving a pass
  - Accepting a pass
  - Passing on backhand
  - Accepting a pass on the backhand
  - Passing and accepting a pass while moving
- \* Puck Control
  - Stickhandling
  - Skating with puck straight line
  - Skating with puck through cones
- \* Game Sense
  - Positioning (for Squirts)
  - Offensive zone
  - Defensive zone
  - Play without the puck
  - Play with the puck
  - Aggressiveness
- \* Work ethic
- \* Behavior and Attitude
  - Listen to instructions
  - Interaction with coaches
  - Interaction with other players

3. How to Divide Up Players for Sessions – When necessary, we will divide the players into 2 groups in an effort to control the number of players on the ice at one time. This division in to groups ensures there will NEVER be more than 30-40 kids on the ice at one time. By dividing the Mites and Squirts in half there will always be a maximum of 30-40 kids who could show up to a session. We will shift Last Names and Birth Years to get to an even split. This way players are competing against different kids each night and will allow for a greater comparison among players.

4. Who will be on the ice – Puck Masters will provide the on-ice facilitators as well as the off- ice evaluators.

**The 2013 SYHA Tryout Schedule is as follows:**

**Pee Wees:**

We have scheduled 2 one hour sessions for the Pee Wee tryouts. Each player will need to attend both of their assigned sessions.

Tuesday        March 19, 2013 @ 6:30-7:30 PM – All Players

Wednesday    March 20, 2013 @ 6:00-7:00 PM – All Players

**Squirts:**

We have scheduled 4 one hour sessions for the Squirt tryouts. Players will be divided into two groups. Each player will need to attend both of their assigned sessions.

Tuesday April 2, 2013 @ 6:30-7:30 PM – Birth Year 2003  
Wednesday April 3, 2013 @ 7:00-8:00 PM – Birth Year 2004  
Tuesday April 9, 2013 @ 6:30-7:30 PM – Last Name A-L  
Wednesday April 10, 2013 @ 7:00-8:00 PM – Last Name M-Z

### **Mites:**

We have scheduled 4 one hour sessions for the Mite tryouts. Players will be divided into two groups. Each player will need to attend both of their assigned sessions.

Tuesday April 2, 2013 @ 5:30-6:30 PM - Birth Year 2005  
Wednesday April 3, 2013 @ 6:00-7:00 PM - Birth Year 2006 or later  
Tuesday April 9, 2013 @ 5:30-6:30 PM – Last Name A-L  
Wednesday April 10, 2013 @ 6:00-7:00 PM – Last Name M-Z

### **Tie Breakers To the Scoring System:**

1. Score in Independent Evaluation (Higher score between 2 or more players)
2. Score in the Coaches Evaluation (Higher score between 2 or more players)
3. Combined Score on the Coaches Evaluation of Coachability + Attitude (Higher score between 2 or more players)
4. Combined Score on the Coaches Evaluation of Skating + Hockey Skills (Higher score between 2 or more players)
5. Combined Score on the Coaches Evaluation of Offensive + Defensive Play (Higher score between 2 or more players)
6. 1<sup>st</sup> year vs. 2<sup>nd</sup> year player (2<sup>nd</sup> year players will be awarded the higher position) – for example if next year 2003 squirt vs. 2004 squirt – the 2003 squirt takes the higher spot
7. Board Decision

We recognize that there by going to a 0 to 100 score for all players there will not be that many ties – however, by creating the first 5 tie-breakers that are non-arbitrary we can show our members the fairness in the process. Tie-breakers #6 and #7 are more arbitrary – but if we get to a sixth or seventh tie-breaker then these players are going to be so close anyway. This is a detailed yet fair process

### **Initial Player Placement and Number of Players Per Team:**

1. We will look at initial number of players in the Mites, Squirts and Pee Wees.
2. We will create 12 players for the 1, 2, and 3 teams initially. This gives room to move players to have slightly higher numbers at Squirt 1 and 2 teams as late sign-ups come in.
3. Late Sign-ups will start at the bottom team and work up depending on skill level and coaches evaluation process. (This again ensures fairness and transparency in the process)