

Franklin Youth Hockey Association

2016-2017 Tryout Policy and Procedures

Introduction

The following tryout policy has been written for the 2016-17 Hockey Season. The procedures have been established to govern the manner in which tryouts will be conducted in conjunction with article XIX of the FYHA By-laws.

I. Purpose

The purpose of the Tryout Policy is:

1. To fairly and equitably evaluate each player's present skating ability and hockey skills.
2. To score each player's ability and skills in comparison to the other players at the same age level.
3. Provide players and parents of FYHA clarity in the tryout process.
4. Provide guidance to evaluators in order to create a more consistent tryout process.
5. Provide a known set of standards to which players are measured.
6. Achieve the most accurate player placement possible.

II. Structure

The structure of the Tryout Policy is:

1. Tryout Coordinator and Committee.
 - The Tryout Coordinator will be the Vice President of FYHA or President's designee
 - The Tryout Committee will consist of several of the FYHA Board Members to assist in the orderly running of the tryout process.
 - The Tryout Policy must be approved by the FYHA Board of Directors.
 - The Tryout Coordinator and Tryout Committee will be responsible for deploying evaluators at each of the five age levels (Mite, Squirt, Peewee, Bantam and Midget).
 - The Tryout Coordinator and Tryout Committee will also be responsible for deploying volunteers to assist in player sign-ins, distribution and collection of "pinnies".
 - The Tryout Coordinator will be responsible for assigning present and past FYHA coaches to assist on the ice and off the ice with tryout activities.
2. Evaluators
 - A minimum of four evaluators will be utilized at each age level, except for Midgets.
 - It is the intention of the Tryout Coordinator to have the same evaluators be present and evaluate each session of the age level they are assigned to ensure consistency.
 - Evaluators will be chosen based on their hockey knowledge and impartiality to the age level that they are evaluating, except for Midgets.
 - Evaluators will not be allowed to participate in any level that their child/children are trying out at, except for Midgets.
 - All evaluators must be in good standing with FYHA and FYHA guidelines.
 - All evaluators will attend a pre-tryout meeting, to be held by the try-out coordinator. This meeting will review the try-out process and scoring system, to ensure consistency.

III. Tryout Format

The hours of ice devoted to The FYHA Hockey Tryouts will be set by the Tryout Coordinator and Tryout Committee.

1. The hours of ice may vary depending on the following factors:

- Completion of the South Shore Conference Youth Hockey season
- Number of players participating in Tryouts
- Ice Availability

2. The drills used in the Tryout Process, are formulated by the Tryout Coordinator and approved by the FYHA Board of Directors.

3. The Tryout Process will consist of the two phases:

- PHASE 1 – Each age level, except Midget, will have a tryout designated for Skating and Puck Skills (puck handling).
- PHASE 2 – Will vary for different age levels.
 - Mite Level will have a 30 minute tryout session designated for Game Skills also referred to as a Tryout Scrimmage. The Tryout Scrimmage will be 3v3 cross ice.
 - Squirts, Peewees and Bantams will have two tryout sessions designated for Games Skills (one hour each) also referred to as Tryout Scrimmages. The first scrimmage will be a 4v4 full ice scrimmage and the second scrimmage will be a 5v5 scrimmage.

Note: Squirts will have two scrimmage sessions that will be 4v4. A 5v5 will not occur at the Squirt level.

- Midget players will have at least one tryout session designated for Games Skills also referred to as Tryout Scrimmages. Sessions will be 5v5 scrimmages.

4. All players are required to attend their assigned tryouts.

Failure to attend an assigned tryout will result in the lowest score for that phase. Any player that is unable to tryout due to injury/illness must be approved by the Tryout Coordinator.

5. Players that have been granted an excused absence from the tryout process by the Tryout Coordinator will be placed on a team utilizing a Absence Player Evaluation form. The Absence Player Evaluation form will be completed by the players' coach from the prior season. Absence Player Evaluation form will be completed at the request of the Tryout Committee prior to the completion of the tryout process. The Absence Player Evaluation form will be used by the Tryout Committee as an aid to properly place the player on a team. If the coach happens to be the parent of the player in question, the assistant coach will complete the Absence Player Evaluation form.

IV. Evaluation

There will be separate evaluations for Skaters and Goalies.

A. Skater Evaluations – Skaters will be evaluated by the same evaluators for all phases of tryouts. A Skills Evaluation Sheet will be used by the evaluators for all skaters in Phase 1 of the tryouts. A Scrimmage Evaluation Sheet will be used by evaluators for all skaters during Phase 2 of the tryouts.

1. Mites & Squirts

- The Fundamental Drills in Phase 1 (Skating Skills and Puck Handling) will be scored utilizing a 1-5 point system with 5 being the highest score a skater can receive.
- The Scrimmages in Phase 2 of the Tryout Process will be scored utilizing the same 1-5 point system with 5 being the highest.
- Game Skills will be broken down into the following scoring categories for **Mites & Squirts**:
 - i. Fore-checking/Back-checking (aggressiveness)
 - ii. Positioning
 - iii. Overall Skill Level

2. Pee Wees & Bantams

- The Fundamental Drills in Phase 1 (Skating Skills and Puck Handling) will be scored utilizing a 1-8 point system 8 being the highest score a skater can receive.
- The Scrimmages in Phase 2 of the Tryout Process will be scored utilizing a 1-40 point system with 40 being the highest.
- Game Skills will be broken down into the following scoring categories for **Pee Wee & Bantam**:
 - i. Fore-checking/Back-checking (aggressiveness)
 - ii. Positioning
 - iii. Compete Level
 - iv. Overall Skill Level

3. Midgets

- The Scrimmages will be scored utilizing a 1-40 point system with 40 being the highest.
- Game Skills will be broken down into the following scoring categories:
 - i. Fore-checking/Back-checking (aggressiveness)
 - ii. Positioning
 - iii. Compete Level
 - iv. Overall Skill Level

V. Goalie Tryouts and Evaluations

Goalie Tryouts will consist of two Phases, Skills Session and Scrimmages. Goalies will tryout at the Squirt, Pee wee and Bantam Levels. At least two evaluators will evaluate each goalie in the two phases of the Goalies' tryouts. A Goalie Evaluation Sheet will be used by evaluators in Phase 1 and 2 of the Goalie Tryouts.

A minimum score threshold needs to be achieved for goalies to be eligible for 1 or 2 teams. This score threshold is set by the FYHA Tryout Committee.

A. Phase 1 - Skills Sessions

1. Goalies will be evaluated in a Skills Session. The Skills Session will consist of 9 Fundamental Drills
 - Box Passing Drill
 - Behind the Net Pass and Shoot Drill
 - Lost on Ice Drill
 - Pad Saves without Stick Drill
 - Screen Shot Drill
 - Rebound Drill
 - Glove Save Drill
 - Skating
 - Breakaway Drill
2. Goalies will be scored in Skills Sessions utilizing a 1-5 point system in increments of .5, 5 being the highest possible score.

B. Phase 2 – Scrimmage Sessions

1. Goalies will participate in scrimmages at their respective age level. Each goalie will then be evaluated by the same evaluators that evaluated the Skill Session. Goalies will be evaluated for at least one scrimmage, however, may be asked to participate in more than two scrimmages depending on the number of goalies trying out at each respective level. Goalies will be advised prior to the start of the tryout process which scrimmage(s) will be evaluated. Goalies will be evaluated on the following during Scrimmages:
 - Skill level
 - Positioning
 - Puck Control
 - Competitiveness
2. Goalies will be scored in scrimmages utilizing a 1-5 point system in increments of .5. 5 being the highest possible score.

VI. Score Tabulation

All scores will be added together for each player after all tryouts are completed.

A. Mite Level

1. The Highest Score a Mite can receive in Phase 1, Skating Tryout, is 45 Points.
 - 45 Points = 33.3% of Total Score
2. The Highest Score a Mite can receive in Phase 1, Skills/Puck Handling and Passing Tryout, is 45 Points.
 - 45 Points = 33.3% of Total Score
3. The Highest Score a Mite can receive in Phase 2, Scrimmage Tryout, is 45 Points.
 - 45 Points = 33.3% of Total Score

B. Squirt Level

1. The Highest Score a Squirt can receive in Phase 1, Skating Tryout, is 45 Points.
 - 45 Points = 25% of Total Score
2. The Highest Score a Squirt can receive in Phase 1, Skills/Puck Handling and Passing Tryout, is 45 Points.
 - 45 Points = 25% of Total Score
3. The Highest Score a Squirt can receive in Phase 2, Scrimmage Tryout, is 90 Points.
 - 90 Points = 50% of Total Score

C. Peewee and Bantam Levels

1. The Highest Score a Peewee and Bantam can receive in Phase 1 (Skating/Puck Skills Tryout) is 96 Points.
 - 96 Points = 37.5% of Total Score
2. The Highest Score a Peewee and Bantam can receive in Phase 2 (Scrimmage Tryout) is 160 Points.
 - 160 Points = 62.5% of Total Score

D. Midget Level

1. The Highest Score a Midget can receive (Scrimmage Tryout) is 160 Points.
 - 160 Points = 100% of Total Score
 - The FYHA Tryout Committee will use these scores as input into their overall selection of the team

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