

**FRAMINGHAM**



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**Framingham Youth Hockey Program**

**Tryout Process**

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# Framingham Youth Hockey Program

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## FYHP Tryout Process

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# FYHP Tryout Process

- Rules and Dates

- FYHP is a non-denominational, non-profit, Co-ed, Youth Hockey Organization that is open to any child, regardless of religion, race, color, nationality, economic status, sex, or town of residence.
- As a Member program of MA Hockey, we must however abide by **their** limit to three (3) out of town players per team (see Team Selection Process pg.7).
- Out of Town players are defined as any individual residing outside of the towns of Framingham or Wayland (Wayland does not have an official affiliation with any Youth Hockey program, therefore it's residents can join any program in an abutting town).
- Out of Town player limits do not apply to Beginners, Girls U14, Girls U19, or Midgets.
- Players coming from another Youth Hockey program will need to provide a financial release form from the program they last played for, stating that they do not owe any tuition monies to that program.
- First-time FYHP Travel Team players must submit an original certified copy of their Birth Certificate (with the raised seal, not a photocopy), at time of registration (this can be done on the first night of tryouts, at the Registrars table). FYHP does not keep a copy, we just need to visually verify the information.
- Tryouts for all FYHP Travel teams are done at the end of the season (typically beginning April 1st), for the following seasons teams.
- Times and dates are posted on the FYHP website - Typically only 1-2 weeks before they begin because of potential conflicts with League playoff schedules (keep in mind the Ice Scheduler has 15-19 team schedules to work around).
- All tryouts are held at Loring Arena.
- Players trying out **MUST** attend **all** of the sessions for the age group they are trying out for, additionally any players trying out for Goalie, must also attend the Goalie Evaluation session. Mite age players are not allowed to tryout as a Goalie. Anyone not trying out due to a medical condition **must** provide a doctors note and contact the President or Registrar **prior to** the start of tryouts, or in the case of a player becoming injured after the start of tryouts, **prior to** their next session.
- Tryouts are not held on Easter Sunday, or the first day of Passover.
- Specific hours of the day for all age groups follow the same age based formula as our practice schedules.
- The FYHP President is the Tryout Director.
- All players must check-in at the Registrar's table, at the back door of the rink, before each session. At that time players will be given a numbered Pinny (see numbering system pg. 4), that **they must return after each session**.
- Raters occupy the "Home" side of the stands. No parents, siblings, coaches, etc. are allowed on that side of the rink during the tryout process.
- All processes by which tryouts are conducted have been used and refined by FYHP over the last 20+ years.
- We do realize that it is not a perfect system, and we are always looking at, and implementing, ways of improving/refining it, and are always willing to listen to suggestions.

- **Rater Selection**
  - Raters are typically Coaches within the FYHP program, who are considered the most capable and experienced coaches, for the age group they are rating (often the returning Head Coaches).
  - Selection of the raters is done by the Tryout Committee.
  
- **Raters Responsibilities**
  - Raters are instructed and sworn to evaluate each and every skater, to the best of their ability, without prejudice or favoritism.
  - Prior to Team Selection, Raters are not allowed to discuss player team placement amongst themselves, or with others. Note: during tryouts you may see Raters conversing with each other. Do not assume they are choosing teams, with sometimes 90+ skaters on the ice, they may miss one or two and often they are just trying to figure out who they need to look for, or look at again (or might just be complaining about how cold and/or hungry they are).
  - Although some Raters, after tryouts, may advise parents as to what their child does well, or needs to work on (from their own perspective), they are sworn to secrecy with regards to any discussion they may have had with other Raters during the team selection process.
  - With this in mind, please do not ask any Rater “What happened during selection?” or “Why did they choose my child for the \_\_\_ team?”. Not only is it inappropriate to ask, but it is unfair to the individual, to be expected to answer a question that they cannot, without breaking a confidence. Raters are advised to report to the Executive Board any parent who pressures them for information regarding this, and any incident will be investigated by the Disciplinary Committee.
  
- **Selection of Players Pinny Numbers**
  - Numbers are assigned in the following order (oldest to youngest at each level)

▪ Returning A	Returning C2
▪ Returning B	Upcoming C2
▪ Upcoming A	Returning C3
▪ Returning C	Upcoming C3
▪ Upcoming B	Players from FYHP Beginners
▪ Upcoming C	New Players to FYHP
  - This numbering system is done to have players of similar abilities grouped together (this is especially important in the “race for the puck” drills).
  - Typically every 15<sup>th</sup> number is not used (15, 30, 45 etc.). This is done in case a player registers at the last minute, they can be placed in the correct block. Also it makes a visual break in the Raters score sheet, which makes it easier to keep track of where they are.
  - We have tried other formats: random, alphabetically, by age, by date registered, etc. over the last 20+ years, and have found that using this method works the best (least number of egregiously misplaced players). Note: Using names instead of numbers is too difficult for

the Raters to identify players quickly, and using numbers theoretically creates some anonymity.

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- **Selection of Tryout Drills**

- Drills used are chosen by the Tryout Committee, and may be changed/refined yearly.

- **On-Ice Assistants**

- Several FYHP Coaches are on the ice during tryouts to set up the drills, demonstrate the drills, and keep Players organized. One of these Coaches is designated the contact person for the Raters, and that Coach is to be the only one communicating with them (this is to avoid confusion and keep things moving as quick as possible).
- These Coaches are not Raters and are not allowed to advise or aid players in any way that would give that player an advantage over any other players.

- **Rating Process**

- For the first two sessions Raters are given forms with several specific skills, in which they “grade” each player on a 1-10 scale for each item. A score of 10 does not mean that player is bound for the NHL, only that they are within the highest skilled group on the ice. Raters are instructed to have an equal number of each score. Example: if there are 80 players, each Rater should have 8-10's, 8-9's, 8-8's etc.
- These forms are collected by the Tryout Director after each session, and redistributed at the next session. Raters are not allowed to take any official forms or any notes they may have taken, outside of the arena.

- **3v3 and 4v4 Line Selection**

- Player scores from the first two nights from all of the Raters are totaled.
- For the 3v3 players are placed in groups of 12 by their total score. Within each block of 12, we randomly make 4 lines of 3 players. So, in session 3, a possible line could be the #1, #2 & #3 highest rated players or the #1, #11 & #12 rated players could be on a line together. Once the lines are established, play is rotated so that every line will have at least one shift against every other line.
- For the 4v4 players are placed in groups of 12 by their same total score. Within each block of 12, we randomly make 3 lines of four players. So, in session 4, a possible line could be the #1, #2, #3, & #4 highest rated players or the #1, #7, #11 & #12 rated players could be on a line together. Once the lines are established, play is rotated so that every line will have at least one shift against every other line.
- At the end of night three (3v3) each individual Raters should have his/her teams close to created (players listed top to bottom).
- On the fourth night the Raters are reviewing and refining their lists, typically paying closest attention to those players that they have listed in between two teams.

- **Team Selection Process**

- Team Selections are done immediately following the last tryout for an age group.
- Team Selections take place at a neutral location that has a meeting room suitable for 8-10 people.
- Specifics about discussions in the room is kept strictly confidential – this is so the Raters will feel free to voice honest opinions, without fear of potential backlash from dissatisfied parents.
- Raters are advised that during this process, they are not allowed to identify any players by name – only pinny numbers are allowed.
- Present in the room are: All Raters, President (directing the process), Registrar and/or Secretary (to record selections), and 1-3 other Board members (to witness the process and/or aid the President). Goalie Evaluators are not present, unless they are also a Rater. Note: only the Raters are allowed to take part in placement discussions, all others in the room are not allowed to offer opinions or comments regarding players.
- The President or Registrar will advise the Raters as to how many Goalies and Players will be placed on each team (this has been predetermined by the Program Study committee, based on the total number trying out). Typically there are less players on higher level teams. This is not done to give those players more ice time, it is because if a team is short players for a game they can always call-up players from a lower level team, but they can not call-down players from a higher level team.
- All placement is done on a large dry-erase board having 6 columns on the left (one for each Rater) and 3-5 columns on the right (one for each team).
  - Goalies are selected first.
  - The director asks the Raters for their Goalie picks, and posts them in the Raters columns.
  - One column is added to the board for the Goalie Evaluators, and their picks are added.
  - The Raters picks are compared to the Goalie Evaluators, and they are urged, but not required to go with the Goalie Evaluators picks. If the Raters strongly disagree with the Evaluators, Goalies are picked based on who has 5 of the possible 7 picks first (the 7<sup>th</sup> being the Goalie Evaluators column). The process continues until all Goalies have been assigned.
  - Players are now selected.
  - Director will ask each Rater for their top 4 picks, and write them in the Raters columns.
  - Once all Raters have their top 4 on the board, the board is checked for matching #'s. When a players # shows up on the board 4 times, that # is moved to the highest level team. Note: this means a player needs 4, of the 6 possible “votes” to make a team.

- This process continues, with the Director alternating which Rater is first asked to fill in the missing slots in their column on the board (up to the 4 slots), with their highest remaining picks, and the process continues until there are 2 remaining spaces on the team. At that time Raters are only asked for 1-2 picks at a time.
- At no time is a player placed on a team until all of the Raters have an equal number of picks on the board.

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- When filling in the last two spaces on a team, in the case of a player # tie, no #'s are moved to a team. The President reads to the Raters, the tied player's "Coaches end of season report cards". After reading them, the President will ask the Raters if they still wish their order to remain the same. If the order changes, and there is a "winner", that # is moved to the team. If there is still a tie, at this time Raters are allowed to share with the other Raters their reasoning for the order of their selection, and discuss pro's and con's of individuals. At any point in time, when 4 of the 6 Raters agree on a player #, that # is moved to the team.
- Out of Town Players (OOT's)
  - OOT's are limited to 3 per team – this is a MA Hockey rule, not FYHP, and although there is a process for roster exemptions, if a team has more than 3, because of past issues we have had with that process, FYHP has decided to comply with the rule, and limit OOT's to the maximum allowed of 3.
  - This does not mean that there will be 3 OOT's per team, only that there will be a maximum of 3.
  - Raters are not informed of a players town of residence until such time as a 4<sup>th</sup> OOT player has been selected for a team. At that time, that player is identified as an OOT, (by the registrar), and moved to the next lowest team – with a notation that they had made the higher team, and the process continues.
- Raters Children: Although Raters do not "Grade" their children prior to team selection, they are asked to place their child in between 2 players on their list, and when their # comes up, the rater must announce to the room, that is their child's #. A Raters child will not be placed on a team if that players 4<sup>th</sup> vote is from his parent, he/she will get placed on a team upon the 5<sup>th</sup> vote. Note: It has been the experience of FYHP, that Raters tend to be harder on their own children, and therefore in most cases their children have already been picked for a team, before that Rater/Parent has placed them on the board. Also having to get 4 of 5 votes (or 5 of 6) is harder than 4 of 6, so in that right Raters children are actually at a disadvantage.
- Players who did not tryout due to medical condition (sprains, broken bones etc.).
  - The Coaching Staff of that players current FYHP team will be asked to "place" that player between two of their other players (hereafter referred to as the 1<sup>st</sup> and 2<sup>nd</sup> players).
  - During team selection, the Registrar will advise the Raters when one of those two players has made a team, at that time the President will read the injured players "Coaches end of season report card". The selection process will continue, "pencil in" team selections until the 2<sup>nd</sup> player is selected. If the team is not yet full the

injured player, the 2<sup>nd</sup> player, and all in between, are placed on that team. If the current team is full or there is not room for all players in between the 1<sup>st</sup> and 2<sup>nd</sup>, the President will read ALL of the “Coaches end of season report cards” from the player selected after the 1<sup>st</sup>, to and including the 2<sup>nd</sup>. Raters will then deliberate selection, and discuss pro's and con's of individuals. At any point in time, when 4 of the 6 raters agree on a player #, that # is moved to the team.

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- The order in which players were chosen is confidential, however it is kept on file by the registrar, only for the purpose of player movement in the case of “drop-outs”. No person in the room is allowed to make notes as to that order, and all persons are advised that that order is confidential – this is done specifically to prevent anyone from “categorizing” any individual as “the top player” or “the bottom player”. Once chosen for a team, all players on that team are considered equal.
  - Player movement after tryouts:
    - If there are any Player “drop-outs” after tryouts, The Executive Board, at its discretion, may move the top player of the team below, up one level.
    - If the team had 3 OOT's, and the player that dropped-out was an OOT, the next lower team is first checked for an OOT that made the higher team. If there is, that player moves up. If there is not, the top player moves up.
    - If the team had 3 OOT's, and the player that dropped-out was not an OOT, the top in-town player from the next lower team moves up.
    - If the team did not have 3 OOT's, the top player from the next lower team moves up (OOT or not).
- **Posting of Team Selection Results**
  - The Registrar will, immediately after all teams have been selected, convert the rosters with player pinny numbers, to rosters with player names (arranged alphabetically), and post them on the FYHP website.
- **Players Wishing to Join FYHP After Tryouts Have Been Held**
  - It is FYHP's general policy to not refuse any child who wishes to play Hockey, therefore we have created the following policy.
  - Any Player wishing to join a FYHP Travel Team, **after the completion of tryouts**, will automatically be placed on the lowest level team of their age group.
  - In the case of that Player being egregiously misplaced, the Executive Board, with the help of the Coaches of that Players age group, will evaluate that individual, and may at it's discretion, move that Player to another team (provided there is room). This policy does not guarantee movement, it only states that it is an option for the Executive Board. This is done not for the benefit of that player, but to insure that all of the players on any given team are close to the same ability, for fairness within that team and League play (you cannot have a

single “B” level player playing against “C2” players).

- Regardless of what level team a Player is coming from, they will initially be considered for the lowest level team, and will need to prove that they are clearly misplaced.